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NEXT MONTH 133

Read all about the exciting things we've got lined up for you!



Even as he prepared to conjure the swirling Vortex that would begin the weakening, a low menacing thunder rumbled from the East and there, high above the trees, was the swiftly approaching demon!

Listings

STONES OF WRATH 40

Baderoth let a curse escape his lips, then raised his hands above him and began the utterances that would summon the swarm. They could surely destroy the demon — but could he complete the spell in time? With every breath the nightmare creature loomed nearer. Wizard for the Atari.

ASSAULT 48

In days of old when knights were bold they just loved to go to battle. You'll have to stay sharp to keep up with our armoured attackers.

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Meanwhile, out in the jungle, an expedition is attempting to cross a river with the help of a few friendly turtles. Go on safari with your Texas T1994s.



STAR TREK 62

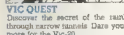
Boldly go where no Dragon owner has gone before, along with the rest of the crew of the good ship Enterprise. Beam me up Scotty!

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Clarence the caterpillar is always on the lookout for a quick snack. Guide him through the fast food jungle on your RSC B.

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Trapped in a mind-boggling maze with your own oxygen supply running out. What will you do? Panic? Bang your head on the nearest wall? Attempt to find the exit? Find out with the help of your trusty ZX81!



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Discover the secret of the rainbow passage, fight off aliens, fly through narrow tunnels. Dare you take up the challenge? All this and more for the Vic-30.

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Three dastardly aliens are out to destroy things again! This time their target are the cities of Spectrum. Can you save the gleaming spires?

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Don't bother to call in the pest control people — they won't be able to help you. These bugs can only be destroyed by the mighty Atom!



Hall of Fame

If you want to take on the world at your favourite computer game then we're offering you a chance to start by proving yourself the best around the UK.

Our Hall of Fame section gives you the chance to enter your best score for one of nine popular home computer games and see how it compares to the opposition.

All these games have been tested by C&VG staff and approved and we hope that the Hall of Fame will increase the excitement they generate. Read all about it on page 37.

And if you're a Manchesterian check out our Competition pages.

There's 300 free Imagine software tapes to be sent for if you're a Spectrum or a Commodore 64 owner.

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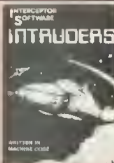
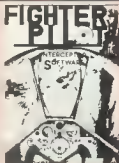
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Cover illustration: Paul Bonner. Next issue September 1983.

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ON PAGE 52-53

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IN THIS ISSUE.



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MISSION POSSIBLE!

Dear Sir,
I'm a Genius! I must be for I have just solved the Commodore Mission Impossible Adventure game in under two hours!

What a waste of money! According to the advertising blurb, and I quote — "It is, however, recommended that this mission not be undertaken by a novice Adventurer" — such as I.

Naturally, I feel very disappointed with the simplicity of the Adventure. Surely they should put age limits on games such as this? I would recommend about 10 years as maximum for this one.

B. A. Funnell,
Coedpoeth,
Clwyd

REVIEWER RAPPED!

Dear Sir,
Your reviewer of *Escape from Orion* for the BBC micro (*C&VG*, July) has got his facts wrong. The review is based on two specific criticisms of the program:

"When you have completed screen 1 you do not automatically go on to screen two, but must go back to the menu." An important feature of the program is the ability to choose just which screens you play.

If you choose only screen 1, then 2 cycles round screen one until you change your choice, but if you choose a combination of screens (and default is all four) it cycles through screens 1, 2, 3 and 4, and then back to 1 automatically, without any intervention.

"You can't go up the ladders but can only descend to the bottom of the screen." Rubbish! The reviewer must have been pressing the

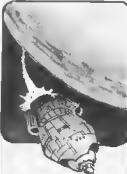
wrong key!

The other criticism of the program was that the fast missiles are easy to dodge. As you complete the screens, they get harder, and another feature of the program is the initial difficulty level selection. I suspect your reviewer only tried level 1. If he'd started at level 5 and worked up to level 9 he might have found it harder!

Not everybody who buys games is an expert, and *Escape from Orion* tries to cater for all skills.

I hope you'll be able to have another look at *Escape from Orion*, and change your opinion of it.

Paul Shave,
Hopesott,
Newbury,
Berks.



INTELLIGENT ANSWERS?

Dear Sir,
Enjoyed the supplement on video games, in your June issue. Unfortunately when checking out my local shops in Milton Keynes and Aylesbury, I got the usual open-mouthed, bemused stare?

It's always: "Yes, we've got the games console, sir." "Er, well, no, we actually don't have any cartridges in stock" or "Yes, sir, we've got two..." usually both dog-eared and buried under at

least a dozen Atari cartridges of all the latest games.

Is it just me who gets this problem?

David Jones,
Buckingham,
Bucks.

APDLOGIES TO KEVIN

Dear Sir,

In your July issue, I was delighted to see that you had published my game *Nivek's Invaders* for the Atari 400. However I was not so pleased to see someone else's name at the top of the page!

Could you please tell your readers that *Nivek's Invaders* was my invention.

Kevin Goulding,
Hull.

Editor's reply: Whoops!
Sorry Kevin.

TRIALS OF VIRGIN

Dear Sir,

I was most upset to read your review of *Sheepwalk*. However, I don't want to carp about our bad reviews — after all, everyone is entitled to their own opinion and I don't feel defensive about the quality of our software.

What I do resent, however, is clever-clever journalists making snide comments that have little to do with the subject that they are supposed to be addressing.

I would like to reassure you that Virgin Games is a software house, albeit a new one, though I don't know when that was decreed to be a bad thing. We intend to still be around in a couple of years time when an awful lot of others, both big and small, could well have either taken the money, or losses, and run.

I am sorry that your (unnamed) reviewer didn't enjoy *Sheepwalk* (commended elsewhere in the same issue of *Computer and Video*

Games for its originality!) but it does not really matter what he, or I, think of it as it is the customers who will decide what is, or isn't, good — voting with their hard earned cash — and *Sheepwalk* is getting a lot of votes So up yours!

Nick Alexander,
Virgin Games,
London.

DEFENDING THE ATARI

Dear Sir,

With reference to *Defender Defended*, Mailbag, July issue I am in total agreement with Paul Ippaso. The Atari 400/800 computers have far superior graphics to the BBC — not only on *Defender* You should take a look at *Necromancer* by Synapse or *Astro Chase* from First Star.

As for playing *Planetoids* with the keyboard, this only brings me closer to my Atari.

Secondly, re *Attack on Atari* same issue, I think Duke Roberts would be the first to complain if he had designed some top quality and top selling cartridges and some other company came along and attempted to steal them.

If he can't see why Atari "fling wrists" around like this he should just look at what the video film pirates are doing to the film industry. If he still can't see, then all I can suggest is that he continues to buy inferior Intellivision cartridges.

Finally, re *Overpriced Cartridges*, same issue, just to prove I am not totally Atari biased, I agree with Eddie Mitchell.

Atari software is expensive, but I feel that in time it will become cheaper as the current boom in home computers subsides to a steady level.

James Tolan,
Rochdale,
Lancs.

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MAILBAG



CASSETTE CONFUSION

Dear Sir,
I have been the owner of a ZX81 for about four months and have an annoying problem.

When I load a program from my tapes eg Games 1, Games 2, Education 1, I find that side A of all three tapes load perfectly. But when I try to load on the B-side absolutely nothing happens. All I get are the lines that show the program is loading. Instead of stopping with o/e in the corner of the screen, it (the screen) turns a grey colour.

I have tried loading at different volume levels and checked that all the heads are secure and in the right places, etc., all to no avail. Could you try to explain why my tapes should load on one side and not the other, I can understand it being on one tape but surely not on all three.

Christopher Giles,
Headington,
Oxford

Editor's reply: I can only assume that the tapes you have are recorded on one side only. This is fairly standard practice for most manufacturers. Sinclair tapes are some of the few that record on both sides.

Or are you using a stereo recorder? This could cause some problems. What do your audio tapes sound like? Are they more fuzzy on one side than the other? If so then get your tape heads realigned.

WE HAVE THE TECHNOLOGY

Dear Sir,
I have had great fun with your *Seventh Empire* even if I did totally misunderstand the process of making any points, (let alone trying to beat the top scores) and my favourite game is *Atari's Star Raiders*.

Recently I thought occurred to me, that with the state of technology, it should now be possible to mix both these great games together. Thus I will leave to you!

By linking players to a cen-

tral computer via telephone, (using modems) this would bypass the need for written orders.

I think it would be nice to play against other players in this way, as you would not have to wait weeks to find out if you have won, also it would be nice if each player designed their own craft, (a 16 x 16 pixel should do) this would enable players to identify each other — so you can tell who you just wiped out.

K. P. Durnall,
Walsall,
West Midlands.
Editor's reply: The technology is there. Mr Durnall and the game itself is not far away. *Seventh Empire* author Mike Singleton will soon be unleashing a role-playing game on the Micronet system which will allow instant turnaround of moves.

While in the US, one arcade has linked up eight terminals playing *Star Trek* so you can go in, pay your quarter and either take on the computer or interact with the other players.

SEARCH FOR SOFTWARE

Dear Sir,
The article by Ron Potkin in your June edition has made me feel that maybe I am missing out on something. He talks about Dragon owners looking longingly at the wealth of software available for the TRS 80 Colour Computer.

As I have owned a CoCo for some six months now, I find this very hard to believe, in fact I would say that in reality the exact opposite is closer to the truth. To prove my point, the same edition in which the article is to be found has no less than 13 companies advertising software for the Dragon and only two for the CoCo!

So maybe Ron would like to write another article to explain where this wealth of CoCo software is, and also give us a few tips on converting Dragon software to run on a CoCo.

H. F. Ball,
Gosport,
Hants

SEARCH FOR CHECK MATE

Dear Sir,
I have been reading your November issue with interest. May I ask you for your advice please?

I am looking for a computer which will allow me to play Chess, but not necessarily along the lines determined by the software. All I want is to set up positions and continue with the game, and, most important, to feed rather a large number of opening moves into the computer which will show on the screen. Is there such an animal?

Rudolph Sabot,
Pitts Wood,
Kent.
Editor's reply: Not really, Rudolph. Any simple chess program, like the early Sargon versions written in Basic, could be adapted to your needs.



CHOOSING A MICRO

Dear Sir,
As I want to buy a home computer in the near future, I'm always looking for descriptions of hard and software in computer magazines. Yours is the best!

But I don't know which home computer will be the best one for me to buy. It shouldn't only be for playing games I also want to use it to help me in my job.

My two questions are: (and

nobody has been able to answer them yet) What is the most suitable home computer for me. Atari 400, Sinclair ZX81, TRS 80 or Vic-20?

In Germany, there isn't as much software available as there is in England! Is it possible for me to run software I bought in England on my Sinclair ZX81 or Vic-20? I may buy in Germany? Can I use the programs you offer in your magazine for a German sold home computer (ie ZX81 or Vic-20)? I don't know where I can get a professional answer.

As I'm still a student, I don't have enough money to buy the Atari 800 (my favourite machine) and as I want to get "a lot of £ for my small moneybag, I have to ask a lot of questions.

Bernad Scholz,
Hamburg,
W. Germany.
Editor's reply: It's difficult to say which machine is best supported in Germany. Bernd. It really is a choice between the Vic-20 and the TRS 80. The latter has the best graphics — but not so much software. Software bought in the UK can be used in Germany.

SELLING SOFTWARE

Dear Sir,
A couple of friends and myself are interested in starting a small software firm. We hope to produce games and more practical software on cassettes (and possibly disc).

I would like to know the rules and regulations for starting a small firm, or who should I contact for information?

Michael Coker,
Fareham,
Hants

Editor's reply: The main problem is keeping accounts. If yes advertise the tax man will want to keep tabs on you! It is not really necessary to form a company at the early stages — but a form of agreement between the partners as to their liabilities/duties, etc., would be useful. Any small firms advisory council (address in telephone directory) will give advice.

WIN £5,000 IN OUR GRAND PROGRAMMING CHALLENGE!

You've always thought that your programming skills could earn you a lot of money. Come on, don't be modest, you know you have! All you need is a bit of luck and a really exciting program — and an entry form for Computer and Video Games' £5,000 Computer Program Competition...

The prize money is on offer from Calisto Software of Birmingham, who want to uncover Britain's brightest programming talents. Calisto are keen to expand the number of home computers they can offer software for, and encourage home-grown talent instead of simply shipping games in from the States.

The experts reckon it takes three months to write a good games program — so that's just what you've got. Your program must be at the Calisto office not later than October 16th.

If you are going to polish up one of your previous efforts, then why not send it quickly and get started on another program. You can enter as many programs as you like as long as each comes with an entry form cut from the magazine — and there will be another form in our October issue.

There's a chance for everyone to be a winner in this competition as Calisto will be giving out software contracts to the designers of games they want to market.

So even if you don't end up £5,000 richer straight away, you could still find the royalties rolling in if you become part of Calisto's team of software writers. And that may turn out to be



worth even more than £5,000 for you.

You can enter on any popular micro-computer. All cassettes will be tested by Calisto's team of judges. If your offering is picked as the winner, you'll be presented with a cheque for £5,000 at the Brainwave '83, a new home computer show in the NEC Birmingham in the first week of November.

To enter, simply fill in the form below and attach it to a cassette of the game. Make sure you fill in all the details about yourself and your game on the form.

If the game instructions are not included on the cassette itself, then add them on a separate piece of paper but please ensure that your name and address are included on every part of your entry.

The winner will be the reader who comes up with the best commercial program and Calisto will take it on and market it on a royalties basis.

The judging time is limited so get your entry in as quickly as possible but be sure that your program is properly polished first, to give yourself a good chance of coming away £5,000 richer.

Entries should be sent to: £5,000 Program, Calisto Software, 119 John Bright Street, Birmingham B1 1BE. And remember the deadline is October 16th, so get crackin'!

IF YOU WANT TO GET AHEAD!

Alan Outter should be unrecognisable at the next fancy dress party he goes to because he'll be dressed as Aughra from the *Dark Crystal* film.

A hat hairy head has been packaged up and sent on its way to Alan of Cleveland Road, West Ealing, London along with a marvellous coffee table book featuring artist Brian Froud's designs for the film's fantastic characters, an LP of the soundtrack and a T-shirt.

In our May issue we asked you to send a program (or a screen picture) of one of the characters from the fantasy film, *The Dark Crystal*.

The competition was judged by Bruce McNally the creative director of Hanson Associates, makers of the *Dark Crystal* and also famous for the careers of Miss Piggy and Kermit in the Muppets.

Bruce was so impressed with the high standard of entry, that he persuaded Hanson Associates to look out four more of Brian Froud's books and these will be going to the four runners-ups.

But head and shoulders above the rest was Alan's head and shoulders picture of *Dark Crystal* hero Jed the Gelfling holding a torch. It was produced through a mammoth series of data statements which must have taken him days to key into the macro.

We'll be reproducing the listing (for anybody brave enough to try it) in *The Computer & Video Games Yearbook 1983*. The runners-up were:

Robert Kerr Shoulton of Hurstdene Road, Bournemouth on the 48K Spectrum; E. Everett of Bleak Hey Road, Peel Hall, Wythenshawe on the Dragon 32; David Eaton of 57 Dawlish Road, Selly Oak, Birmingham on the Atari; and Tancered Wells, Ellindale Road, Herne Hill, London SE24 on the Vic-30.

Please enter this program in the £5,000 program competition

Program name:

Machine:

Model:

Number of K needed to run it: K

Other equipment needed to run it:

Author's name:

Address:

Telephone No:

All entries will be the property of Calisto Software and the entrants will assign all rights, patents and privileges of their game to Calisto.

No employees of *Computer & Video Games*, Calisto, or their relatives, will be eligible to enter the competition.

All entries must be sent in with an original coupon from *Computer & Video Games* — NOT A COPY.

The judge's decision is final and no correspondence can be entered into.

You can enter any number of programs as long as each is sent in with a form from *Computer & Video Games*. Winners will be notified before October 30th.

IMAGINE THAT YOU WIN . . .

There's 300 brand new Imagine games up for grabs in the city of Manchester.

Completely free for the first 100 people who request each cassette on the coupon below and send it off to us with a Manchester postmark.

There's 100 free copies of the incredible flight simulation and aerial battle game Zoom. It's already won high

praise in our Reviews section this month and Imagine claim it will alter people's perceptions about what the Spectrum is capable of.

And there's 100 Zip-Zapa, where a lone robot battles to survive attacks by wave after wave of power-sapping aliens. Both these games run on a 48k Spectrum and would cost you £5.50.

If you're a Commodore 64 owner, Imagine has just launched its top selling Vic and Spectrum game, Arcadia, for that machine and used the 64's memory to add extra wave's of very peculiar aliens.

So if you're a Manchurian rush to the nearest post office and grab a first-class stamp. The coupon below must be filled in, cut out and despatched to Computer & Video Games at Durrant House, Herbal Hill, London EC1R 5JB. Mark the

envelope with the name of the game you hope to receive.

This month's chosen city is Manchester and we are giving priority to those requests with a Manchester postmark, but if you live elsewhere in the UK and a full quota of each game has not gone by August 22nd we'll send tapes out to people living anywhere in the UK.

Our October issue takes Liverpool as its 'Imagine City' and we've got more cassettes to give away. So all Liverpudlians should be ready at their local newsagent by the 16th of September with a pen, a pair of scissors and a first class stamp to get their coupons back to us first.

In November it could be your city, so keep a close eye on this page and bend your newsagent's ear to get him to put C&VG up on his shelves.

Winners of Severn-Trent's Dice Roll competition, featured in our July issue are:

Equal first, Melvyn Sage 18 Falcon Way, Great Clacton, Clacton-on-Sea, Essex CO15 4DP. F. Greer, 26 Ecclesfield Road, Ecclestone, St Helens, Merseyside WA10 5NB, Equal 3rd, Jonathan Lewis, No. 2 Cottage, Brookley Lane, Fradley, Nr. Lichfield, Staffs. J. Welton, 2 Molyneux Road, Minster, Devonport, Kent CT12 4DP.
All the winners get software tapes for their computers.

(Tick only one please)

Please send me a copy of:
☐ Zoom for the 48k Spectrum
☐ Zip-Zap for the 48k Spectrum
☐ Arcadia for the Commodore 64
☐ Zip-Zap for the 48k Spectrum

Name _____
 Address _____

WHY NOT VOTE FOR YOUR FAVOURITE GAMES PROGRAMME?

Software companies all over the country are going for gold with the help of you, the readers of Computer and Video Games.

Do you have a favourite games program that you'd like to see get an Oscar? Or is there a software company you'd like to reward for good customer service?

We've decided that the best of British software houses deserved some recognition after a hard and extremely competitive year which has seen the standards of games software rising fast.

We are sponsoring five Golden Joystick Awards which we hope will become the UK Oscars of games programming.

This is your chance to nominate a company which has given good service or earn recognition for the game which has given the most pleasure in the last nine months. Our five categories are:

● Best Arcade style Game, which goes to the cassette or cartridge which proves itself the most addictive and thrilling.

● Best Strategy Game, is the title bestowed on the finest cassette or cartridge to test the mind rather than the trigger finger — like a favourite adventure.

● Best Original Game Idea goes to a company which has come up with a game of a completely new type unlike

any board, arcade or computer game seen before.

● Software House of the Year goes to the company which has earned the best reputation for quality games, good service and entertaining advertising.

● Game of the Year is the most coveted Golden Joystick of all, awarded to the game which most impresses the judges in '83.

This game must first have won one of the previous game categories and where that has happened the second-place cassette is promoted to take that title. We're giving everyone a good

chance to win something!

Initially we are leaving the judging up to you and want you to tell us your nominations in any of all of the categories.

The title Software House of the Year is open to distributors of overseas software, but for the rest, we are looking for British-based games programmers.

Cut out the form below and make your vote for gaming quality count. Send it to: The Golden Joysticks, Computer & Video Games, Durrant House, Herbal Hill, London EC1R 5JB.

Please accept the following nominations for the Golden Joystick Awards.
 (BLOCK CAPITALS PLEASE)

- 1) Best Arcade Type Game:
By (Software house): _____
 - 2) Best Strategy Game:
By: _____
 - 3) Best Original Game:
By: _____
 - 4) Software House of the year:
By: _____
 - 5) Game of the year:
By: _____
- Name: _____
 Address: _____

spectrum

NEWS from SPECTRUM SALE TIME

Most SPECTRUM members will be holding their own individual HOT SUMMER SALES with 1000's of bargains at super LOW prices - check with your local SPECTRUM dealer NOW! You could be surprised at just how much you can save at SPECTRUM.

COMMODORE

The powerful COMMODORE 64 now only £229 from SPECTRUM - a truly superb price for business or personal use.

ATARI

ATARI 800 & 400 models now at sensational LOW prices from SPECTRUM - see our list for further details.

SOFTWARE

See our super range of SOFTWARE from top American & British companies.

NEW SPECTRUM MEMBERS

Check out address pages - there are many new SPECTRUM dealers throughout the UK so there's a good chance there'll be a SPECTRUM centre near you.

PRESTEL

See PRESTEL Page 600181 for up to date information from SPECTRUM.

AFTER SALES CARE

SPECTRUM service centres will ensure that should your machine go down we will get it running again as quickly as possible. We also offer extended warranties at reasonable prices too - ask your SPECTRUM HOME COMPUTER CENTRE for full details.

COMPUTER DEALERS

For prospective Computer dealers - you should see to know more about becoming a SPECTRUM APPOINTED DEALER on an exclusive area basis please write to MIKE STERN, Spectrum BULK Ltd, Sunningwell, Watney Garden City, Herts, or telephone (07073) 54761.

Now a powerful business micro with enormous memory for the price of a games machine. The-

COMMODORE 64

Sensational
NEW LOW
PRICE!



Sensational value at only

£229.00

Just look at the incredible new price on the acclaimed Commodore 64 at Spectrum now! The Commodore 64 comes with an exceptionally powerful memory - massive 64K RAM - plus a wide-ranging specification that makes for superb versatility. It's a lot of computer, and as its outstanding value at such a low price. The 64's features include: 64K RAM • Z80 Processor option • Dedicated video chip • Spillover graphics • Music synthesiser • Prestel link • High resolution graphics (320x200) • 16 colours • And lots more - see your SPECTRUM dealer NOW!

Disk drive for Commodore 64 £229.00

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A complete Home Computer system including the VIC-20 Computer, a Cassette Unit, Introduction to BASIC part 1 - a simple explanation of computer programs - Blitz, Type-A-Tune, Race & Hop! A fantastic deal! and great value-for-money. But HURRY! offer only while stocks last.

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Value
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£139.99

Special new LOW price on VIC-20 cartridge games from only £9.99

LYNX 96K



■ More power ■ More features

Now from SPECTRUM - the new LYNX 96K offering more workspace for ambitious programs. The most important feature of the 96K machine is its additional memory in full high resolution colour. It provides 37.5K of RAM directly accessible in BASIC - with up to 24K more available to programs using machine code. Ask to see the super new LYNX 96K at SPECTRUM - NOW!

Spectrum
Price
£299.00

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For the LYNX owners who're ready to take it to the next step, the 48K model has been designed to provide full 48K specification for just £28.95.

TURN THE PAGE FOR MORE SUPER OFFERS FROM SPECTRUM

SPECTRUM

TEXAS TI-99/4A

**TEXAS
Software
Cartridges
Now from ONLY
£11.95**



Exceptional value from SPECTRUM and representing probably the best buys in video games for sale on the market today. The TEXAS TI-99/4A is built to an extremely high standard and is highly recommended by SPECTRUM for its sheer reliability. ■ 128K RAM is expandable to 480K ■ Built-in 144K-byte BASIC interpreter ■ 15.3K Microprocessor ■ 15 Colour High Resolution graphics ■ Uses easy slot-in cartridge modules ■ Now only £11.95 ■ Extensive range of solid state software command modules available from game to launch architectural aids ■ Optional programming languages UCSD PASCAL, LOGO, ASSEMBLY.

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ORIC-1



Special ORIC PRINTER Offer!

Get a £40 Cash Voucher redeemable against an Oric Printer when you buy the Oric 48K computer from SPECTRUM ask for details

**Spectrum
Price
ONLY**

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SPECTRUM PETS
Maximum 48K RAM
Text Screen
High Resolution
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47 570 Bytes
28450
210/200
Included

Now available PASE joystick interface for Oric-1 £14.95

HALF-PRICE VOUCHER

Bring this voucher to your local SPECTRUM dealer when you purchase an Oric-1 48K and it will entitle you to purchase the following 4 titles of software at HALF PRICE!

- Multigames
- Chess
- Oric Flight
- Zodiac

CVG

BBC Model 'B' MICRO



Yes this top-selling Micro system is now available from your local SPECTRUM dealer the BBC Model B offering 32K RAM plus a full backup of peripherals & software too! It's an infinitely expandable machine, ideal for the home or business and is already widely used for educational purposes in schools, so the chances are you children may already be well familiar with its operation, which must make it the ideal choice for the home too!

Now available
IKON FLOPPY TAPE DRIVE
for the BBC The Ideal alternative!
Spectrum
Price **£155.25**

QUICK SHOT JOYSTICK
Especially for the BBC
Spectrum Price **£19.95**

SPECTRUM PRICE

£399.00

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Please note! We regret that there is a shortage of all BBC equipment - only as much as we have in stock before making a journey to check stock position.

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**£75 WORTH
of software**

with every MZ80A
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Desk top genius! The all-in-one SHARP MZ-80A. Ready to run the moment you get it home. Built-in keyboard CRT 8" display and cassette data storage with 48K RAM. The BASIC with extra useful additions offers a superb powerful micro for the home or business. ■ 4K Byte ROM 48K Byte RAM - 2K Byte Video RAM ■ ASC11 encoded keyboard - numeric pad ■ 2 Page Video RAM allows screen to be scrolled up or down ■ CP/M available

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SOFTSEL[®]

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[illegible]

4516 87
 C30 86 (Shark Island)
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The TOP 50 from MICRO DEALER UK

MATRIX



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| | 0.05 | PSDN "VU DACT | 0.05 |
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ACCESSORIES

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Teach yourself BASIC
cassette available for most
popular micro-

viscount

„£4.95

TURN THE PAGE FOR MORE SUPER OFFERS FROM SPECTRUM

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G·A·M·E·S N·E·W·S



CLIMB EVERY MOUNTAIN WITH SHERPA

EVEREST

Everest enables you to capture some of the glory of Sir Edmund Hillary and Sherpa Tenzing as you set out to conquer the world's highest mountain.

You are responsible for six climbers whom you must get to the summit in the fewest number of days. The day's climbing commences at 6 am and should be finished by 4 pm. If any climber has not reached camp by this time his fitness will suffer as he struggles to reach shelter after the dark has closed in around the mountain.

Hazards which befall our intrepid climbers are avalanches, crevasses and the ever present risk of a fall into oblivion.

Information read outs can be obtained on the positions of all climbers, the state of the supplies, the loads that each climber is carrying, weather conditions, and the medical health of each of your six climbers. When all six climbers have safely reached the

summit you have won.

Everest runs on a Dragon 32 and is available from Salemander Software of Brighton at £6.95.

LAND YOUR JET OR BLAST A SUB!

SEA HARRIER

Sea Harrier challenges Oregon owners to safely touch down on the deck of the carrier in poor weather conditions.

To get a clear view of the ship you will first have to dispense the thick cloud cover with chemical bombs.

A second sea game is featured on side two of this cassette, entitled Sub Chase. Depth charge the wolf pack before they sink you with their sophisticated missiles.

Sea Harrier and Sub Chase are manufactured by the new Oregon Software house Gam of Hertfordshire.

Also new from Gam is a maze escape game called Sultan's Maze. You are challenged to search through the 30 maze to find the Sultan's jewels before

your energy expires or the mad guardian of the maze catches up with you.

Another escape game is called Monster Mine. Collect as much money as you can and escape from the mine before the monsters catch you.

Gam now have a range of fourteen games for the dragon including four games packs, a golf simulation, and an assortment of space games. Available at £7.95 from the Sawbridge worth-based firm.

THRILLS AND SPILLS ON THE OCEAN

AQUAPLANE

Imagine author John Hobbs has just produced his second game! Quicksilver Aquaplane takes you out to sea, skimming across the water on your skis.

It's a heavenly day until — quite suddenly, a flotilla of motor launches appear in front of you. Dodge them using the keyboard controls and allow yourself a sigh of relief as the last motor launch passes harmlessly by. But your relief is premature. Suddenly the sea is full of dinghies out for the day. Once past these still more horrors in the shape of — sharks followed by logs floating in the blue water and rocks.

Aquaplane runs on the 48k Spectrum and is available from Quicksilver now at £6.95. Also new from Quicksilver this month are three new adventure games. Xadom is an adventure and arcade game combined. The idea is to find the 'Artifact' which is your key out of this alien hell.

The second of these adventures takes you back to the story book world of smugglers as you search for Black Beards fabled treasure.

Valnor's Lair is an altogether less romantic encounter with demons, fiends and the undead as you attempt to stop the evil Valnor before he can unleash his evil on the world.

FIGHTING THE DULLOIDS CAN BE EXCITING!

EPIC

Gentle against the forces of sheer boredom is a tongue-in-cheek adventure featuring the Dulloids of Boredom.



Epic is the name of this comic text adventure game, where you have to save the Island of Moo from the Dulloids in Muddle Earth. Yes, they are trying to turn the island into a boring place.

Only the king can save his kingdom by saying a few magic words, unfortunately he doesn't have them — you do. You have to get the scroll bearing the magic words to the royal palace and present them to him.

As in all adventure games



G·A·M·E·S N·E·W·S



there are obstacles to avoid, objects to pick up and spells to cast. A variety of characters will be met on the way, one of which is the Gulloids' pet, the Imperial Storm Panda! Boware, he will seek you out and sit on you, or freeze you to immobility, all to stop you journeying any further.

Gawdilla, the cockney dinosaur may be a potential ally if he can be persuaded to help you.

Epic Iram Birmingham based Jebberwocky Software is available for the BBC B at £8.95.

Also available is From Russia with Luck — an adventure cum graphic game. Here you are being chased across Europe by agents of the KGB in your quest to get some secret documents back to England before they catch you.

As in James Bond 007 there are some useful gadgets you may miss, the most important being a multi-purpose briefcase equipped with a radar scanner.

When your radar shows the KGB to be hot on your heels, the game changes into an escape shoot out where, firing through your gunsights, you have to kill the enemy agents as they pop out from behind buildings. If you fail to kill them your last resort may be the suicide pill.

From Russia with Luck for the 48k Spectrum costs £9.95.

THE FUTURE BECKONS FOR ALICE

VIDEOLAND

Alice in Videoland for the Commodore 64 was a showstopper when it was previewed at the recent Commodore show.

This disc-based game breaks new ground for graphical quality and artistic presentation on a home computer.

The hills, countryside and characters from the story rival the illustrations you might find in the Alice books.

One of the screens has Alice falling down the white rabbit's

hole. You have to stop her crashing against the sides of the tunnel using the joystick.

Alice is currently being programmed by UMI in Los Angeles and is expected in the UK in September.

Prices have yet to be confirmed but it is unlikely to be in the shops at much below £30.

CHARLIE THE CHEF GETS IN A STEW!

COOKIE

Chefs have been having a hard time recently. After being battered by hamburgers in Burgerima, our hero is once again pursued by his ingredients, angry at being locked in the pantry.

In a new game called Cookie you have to help the chef to knock the escaping food into the mixing bowl with the use of a plentiful supply of flour bombs. However, on either side of the mixing bowl are the dinstims, inhabited by you guessed it! — bin monsters.

The object is to get enough into the bowl to allow Charlie the chef to make the cake but if any nasties get in then he'll need even more ingredients.

Cookie is one of two new programs from Ultimate, the people who brought you Jet Pac. Then other offering is a road race type game with a difference called Trix-Az-Am Inc, that's not a spelling mistake!

As a change item you can bring at the bottom of the screen and the road scrolling up, you are at the centre and the entire screen scrolls in any direction.

The car is rotated asteroid-fashion using two keys and two others control acceleration and braking.

The object of the game is to collect the eight golden cups of Ultimate which are placed randomly around the large track on which the screen acts as a window. Also shown are fuel gauges and radar devices.

Cookie and Trix-Az-Am are available now at £5.50 each from this Ashby-based company and should be available in most shops including W H Smith. Both games are both joystick compatible.

FLYING HIGH WITH THE TEXAS TI!

PILOT

TI owners can take to the air with a brand new Flight Simulation game out now. A display of the airstrip is shown during take off and landing.

The top half of the screen also shows smaller terrain map for charting longer distances.

Sophisticated flight controls are on board including artificial horizon, heading, altitude, rate of climb, and speed.

Banking, engine power, nose, flaps, and rudder control are manipulated using the keyboard.

JOGGER MUST RUN FOR HIS LIFE!

JOGGER

No one is safe from the crocodiles who infest the rivers in Jogger.

In this latest adaptation of the popular arcade game its the friendly local neighbourhood jogger who is in trouble.

Yet only have a limited amount of time to get your jogger safely across the busy road and then across the croc infested river. The more joggers you get safely home the higher your score.

Jogger is the latest game from the new Disc software house Severn Software. Also released with Jogger are two adventure games Gail and Moira.

Gail takes you back to the mythical world of King Arthur and his knights of the round table as they set out on a quest for the

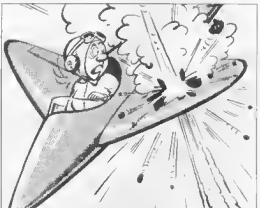


Illustration by Terry Rogers

There is a training mode which enables you to begin your flight steady in the air.

As your skill increases you can add complicating factors such as adverse wind conditions.

Pilot is available from Apex Trading of Brighton at £5.95. The game is tape-based and runs on the ordinary T199/4a.

long lost Holy Gail.

Moira is based on the book Lord of the Rings. You have to escape from the mines of Moira — the home of Orin and the dwarves.

All three games run on the 48k Disc and are available from the Gloucestershire based firm at £6.95.





G·A·M·E·S N·E·W·S

ATTACKED BY HORRIBLE LITTLE MEN

ZIP ZAP

Zip Zap casts you as a droid being attacked on all sides by vicious aliens.

To survive you have to collect four power discs which will enable you to be beamed up to the next level.

You are armed with a laser gun which will enable you to blast a pathway for yourself though blasting is not the main aim in this game.

The real skill is in controlling your droid and learning how to

use the breaks to stop yourself careering into the aliens. Zip Zap is the latest from Imagine Software for the 48k Spectrum.

The game features an Asteroids-style wraparound screen and has no less than twenty levels to get through. It's available from Imagine stockists now at £5.50.

It £5.50 is a little bit more than you can afford at the moment and you also live in the Manchester area then turn to page eleven for your chance to win one of three new games from Imagine.

The other two games which were featured in our August issue are Zoom and Arcadia for the Commodore 64.

PLAY THE HEXAGON SENSATION!

KENSINGTON

Kensington is not just the atompunk ground of Sloane Rangers — it is also a popular board game.

Created by two unemployed inventors — Peter Forbes and Brian Taylor, the game has sold tens of thousands of copies throughout the world.

The game is played on a series of interconnecting hexagons — and is best described as a cross between chess, draughts, and noughts and crosses.

The good news for computer owners is that some of the software houses are converting the game to run on home computers.

Atari have bought the licence to produce a version for the 400/800 and the VCS video game machine.

Psion are also working on a Spectrum version — though they expect the programming to take several months.

TOP OF THE PROGRAM POPSTERS!

ON DISC

Forget pop videos — the latest trend setting pop-pickers will be watching computer controlled graphic displays while they play the latest hits!

The first band to put a program on vinyl were Mainframe, based in Hertfordshire.

They released a single in April this year with four computer tracks on the B-side — one each for the Spectrum, ZX81, BBC and Apple.

Then EMI caught on to the trick and released a single by Chns Sievey called Camouflage which had a game called Flying Train for the ZX81 on the flip side.

Meanwhile Pete Shelley, of



Pete Shelley

Buzzcocks fame, now following a solo recording career, put a computer graphics program for the Spectrum on his latest album, XL1, released on the Ganetic Records label, and produced by Martin Rushent of Human League fame.

The program is linked in with the music on the album — so you can watch and listen at the same time.

The Mainframe record loaded straight into the respective computers, but — the other two record programs have to be transferred to tape before loading — unless you buy the cassette version of Pete Shelley's album that is!

Could this be the shape of things to come? The next thing you know they'll have computerised Jimmy Saville!



Chris Sievey



3



G·A·M·E·S N·E·W·S



STAY SHARP WITH LOTS OF ANTS ...

ANT HILL

A selection of new games are about to go on sale for the game starved MZ80K and A.

Some of the highlights from the range are Ant Hill which challenges you to get into the centre of a screen to secure a prize. No easy task this as the ants and the snakes are out to stop you.

The range also includes a fist for the Sharp machine in the shape of Soccer. There are no less than fifty programs on offer from Solo Software for the MZ80A and Kell at around £10.

THE FINAL NAIL IN THE ALIEN

KNOCKER BLOCKER

Knocker Blocker challenges you to run around the screen dodging the alien monsters and bashing nails into the screen.

When all the nails have been hammered on one screen you move on to the next. There are

no less than eighty screens — so it will challenge even the most talented games player to get through all this lot.

Knocker Blocker is the latest game from C Tech Software of Cheshire.

The game runs on the Spectrum in 16 or 48k and is available now at £5.50.

Also new from C Tech is a scramble type game called Rocket Raiders. Also at £5.50 for the Spectrum.

ADVENTURE WITH THE JONES BOY

CURSED MINE

Raiders of the Cursed Mine is a graphic adventure based on Stephen Spielberg's blockbuster movie Raiders of the Lost Ark.

If you have always fancied yourself as Indiana Jones, the swashbuckling survivor of run-ins with snakes, tentacle spiders and evil swordsmen, then plug in your Spectrum and let the fun commence.

Raiders is the work of new software house Arcade Software

Ltd. Also new from Arcade is a two game cassette featuring a race chase game called Grid Run and computer goonies. Both cassettes cost £5.50 each.

NAPOLÉON GOES SOLO IN FRANCE

PARIS

Not tonight Josephine — I'm reliving the Russian attack on Paris of 1814!

Yes folks, this is your chance to swig some five star brandy



and play Napoleon for an evening as you out smart the combined armies of Russia, Prussia and Austria in one of the game's

all finest ever manoeuvres.

But be careful you don't meet your own personal Waterloo!

The game is called Paris in Danger, and recreates the famous battle of 1814.

You can play Napoleon, or the commander of the Russian forces, or even play both roles to recreate as accurately as possible the actual campaign.

The game is played on a scrolling map of France and the surrounding countries. You move your forces around Europe in a bid to save the French capital city from invasion.

But don't forget to take your winter woollies with you — it gets a bit chilly out on the Russian front.

Paris in Danger will be available in August on the Vic-20, Commodore 64, Atan 400 and 800 and the Apple II.

The game is available from Avalon Hill of London though prices have not yet been confirmed.

Also new from Avalon Hill this month are two other computerised war games.

TAC — Tactical Armour Command is a World War II emulation with the player in control of an armoured division and Parthian Kings, a loud civil war strategy challenge with kingdoms and crowns at the prize!



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COMPUTER AND VIDEO GAMES



VIDEO

Why is Julian Rignall smiling? Because he's our 1993 Arcade Games Champion! That's why! Julian, pictured above with Tait's brand new Gyruss machine, need for the grand final, defeated 18 other video-wizards to claim the title. You can read all about our new champion and how he trained for the title on the next page. These pictures show just some of the action from the championship trials held at Xenon, the top London nightclub. If you didn't make it to the finale this year, never fear — just keep practicing on your favorite machine and who knows, next year you may be stepping into Julian's shoes. Meanwhile let's hear it for our Arcade Champ!

GAMES

CHAMPION

Eighteen arcade aces gathered at a plush London night spot last month to battle it out for the coveted title of Computer and Video Games Arcade Games Champion of 1983.

Worthy winner was 18-year-old Julian Rignall of Tregaron in Dyfed. Julian clocked an amazing 73,100 points on Gyuss — a brand new machine — to take the title.

Gyuss was officially launched at the championships and had hitherto not been seen or played by the finalists.

After a briefing from Tatel's Paul Monarty the six finalists had just 10

minutes each to achieve their highest possible score on the new machine.

This ten minute ruling was in line with the preliminary heats which were played on six machines — Donkey Kong, Donkey Kong Junior, Mr Do, Robotron, Amdar, and Defender.

The lucky winner took back a coffee table style Galaga arcade game with him to Wales courtesy of co-sponsors Tatel.

There were also prizes for the runners up in the shape of five super new hand-held versions of Donkey Kong Junior courtesy of Computer Games La-

mailed, the people behind the game and watch craze.

Radio Luxembourg DJ Tony Prince was on hand to unveil the new machine and Radio One's Dave Lee Travis came along later to present the prizes to the winners and commemorative certificate to all the finalists.

The venue was Xenon in Piccadilly — one of London's most fashionable night spots and a favourite haunt of tennis stars last month during Wimbledon.

All expenses were paid by C&VG and some of the finalists also appeared on BBC TV's Breakfast Time.

This year's Computer and Video Games Arcade champ is 18-year-old Julian Rignall from Llangelitho in Dyfed. But before you Welsh readers start jumping up and down and singing Land of My fathers I have to tell you that Julian is actually English.

He moved with his family to Wales seven years ago from Stevenage in Hertfordshire. Since making the move, Julian became fluent in Welsh since Dyfed is one of the few remaining totally Welsh speaking areas of the country.

He lives in the heart of the countryside with his parents and brother Jonathon.

The surrounding hills make it virtually impossible to pick up television broadcasts so Julian spends a lot of his spare time playing video games. Even this takes a bit of effort in Llangelitho — a trip of twenty miles to the Royal Pier at Aberystwyth.

Trips to the pier are not just games afternoons for Julian

MEET THE CHAMPION

as he meets his friends here as well. An average day at the pier consists of a couple of hours on the Defender machine just to get warmed up then a stroll and possibly a coffee at a friends house and then back to the pier.

"I'm always the last to leave — they always wait for me to finish off. At the moment I'm trying to learn Donkey Kong Junior, but it's always Defender I come back to. I never seem to get bored with that. It's totally random and no matter how good you are at it

there's always something you didn't expect. I have a sort of respect for the aliens!"

Sometimes Julian's Mum pops in to the pier from her antique stall in the market. "She's a Pac-Man freak and not a bad player."

Julian's little brother Jonathon sometimes accompanies him to the pier. "He's into gambling — he's so lucky. I am trying to coach him on Defender."

Julian is currently studying for A levels at school and wants to be a graphic designer. "I'd like to design the cabinets for video games machines and perhaps even the games themselves."

The quiet life in Llangelitho is going to be little less tranquil in the near future when Julian takes delivery of his prize from Tatel.

Final comment from Julian. "I'm going to enter the championships again next year and I expect to turn in a pretty unbeatable score on Galaga."



Julian the champ with Dave Lee Travis

The six finalists in the 1983 championships ranged in age from fourteen to twenty.

Youngest of the super six was Donkey Kong specialist Mark Neale, 14, from Bournemouth in Dorset.

Mark managed an eye-crunching 560,400 points at Boscombe Pier to qualify for the championships.

He's been playing video games for three years but also enjoys cycling, astronomy and map reading.

Mark was one of the entrants interviewed as BBC TV's Breakfast Time show on the morning of the competition. His ambition in life is to become a top cyclist and win the Milk Race.

Also from the south coast was Daniel Curran, 20, a civil servant from Southampton. Daniel came through from the Donkey Kong Junior heats.

His other hobbies include a wide variety of sports but especially tea pie bowling.

His qualifying 107,200 on Donkey Kong Junior was achieved at the Maybush pub.

The Gomer Goscagne of the top six was Kevin Wetherell, a student at Bristol University whom he is studying for a BA in Social History.

Kevin is from Purley in Surrey and

also enjoys playing golf and reading science fiction. His 409,930 qualifying score on Mr. Do was scored at the Students Union bar in Bristol.

The highest score we received this year was scored by 15 year old David Ross who clocked an incredible 11 million on Robotron at an arcade in Shanklin, Isle of Wight.

David's ambition is to write a game for C&VG and one day design the world's best game.

The man with the high score on Amdar is another university student. James Thomas, 19, from Fishguard, is Dyfed stocked up 421,700 at Sennet's Tavern in his home town.

Currently studying geology at Leicester, James intends to go into the computing business when he leaves university.

THE DEVIL OF A GAME FOR YOU!

SATAN'S HOLLOW

A battle of Good against Evil transcends the usual alien blasting conflicts to match the player against the devil himself.

The first object for the player is to destroy the flying, bomb-dropping gargoyles while building a bridge which allows him to cross over into Satan's Hollow.

There, the real battle with Satan takes place.

The controller directs the player's ship across the screen while his trigger blasts away at the gargoyles and a shield button surrounds the ship in an impenetrable barrier.

Hitting a gargoyle is the only way to create a bridge building block with which to start your construction.

As soon as a gargoyle is destroyed a piece of bridge appears in the lower left-hand corner of the screen.

These bridge pieces can be picked up by the ship and men coaxed into position to form the bridge.



Nick and Beelzebub

Once the bridge has been completed the player may choose whether to travel across and battle Satan or stay in the realm of the gargoyles.

The latter choice enables him to keep blasting gargoyles and accumulating flags for every wave of the creatures he manages to destroy.

The more flags obtained before taking on Satan, the better as it increases your bonus for beating the old devil on his home territory.

In between gargoyle raids, the player can meet the devil in three differing guises, as Lucifer, Old

These three are disembodied heads that float in venous pet forms across the sky, belching flame.

Once across the bridge the small figure of Satan will appear in the hollow, hurling pitchforks at the ship and also calling down fastballs out of the sky.

Other monstrosities which appear during this game include a bridge bomber which attacks the completed sections of a bridge and the dark gargoyles whose red eyes must be aimed at. A devil of a game that should please video fans.

THE AGE OF THE TRAINS!

SUPER LOCO

The train is asked to take too much strain in Super Locomotive — a game which would make even Southern Region commuters think twice about rail travel.

The game splits the screen into two views of the action. The top half of the screen shows a bird's eye view down onto a series of rail-tracks and sidings that make Clepham Junction look ordered.

The second shows a side view of the locomotive as it races across these tracks.

From the top view you can see the speedy locomotives that are on the trail of your own locomotive. You can also see the red lights, through which you must not pass, the lorries which occasionally travel over the tracks and the planes which fly behind you, with bombs at the ready.

Observing all this enables you to judge which route to take at the next set of points, how to avoid the obstacles set in front of you and how close the opposition is on your tail.

From the side view you can see the black traumas coiled up to take in the detail of the engine as it races away from the pursuing trains and planes.

Using this you can guide your smoke puffs into the pilot's eyes and over the dropping bombs.

Your immediate answer to most problems is to turn into a "super" locomotive which can ride roughshod over any obstacle.

The other possibility is to send out smoky attacks which can dissolve descending bombs and fight off the plane attacks.

Unfortunately the bursts of "super" power are short-lived and tend to drain your energy quickly.

This is a game which depends heavily on the operator settings. Too difficult and the game rapidly becomes unplayable.

Given a good setting, it's an enjoyable romp through the sidings, with a marvellous rousing tune that adds immensely to the action. Perhaps it really is the age of the train!

TREKKIES TAKE ON KLINGONS

STAR TREK

Long before *E.T.*, *Titan*, *Empire Strikes Back* and *Hardcore of the Lost Ark*, *Star Trek* transferred from the film screen to computer screen.

Now it has moved further, into the realms of arcade screen and it's better than ever.

The screen is split into a three way display, featuring a status report, long-range sector scanner (LRSSI) and the view from the Enterprise.

Three dimensional perspective and full colour vector graphics make it like a colourful outspace Battle Zone.

You captain the USS Enterprise on its mission to secure sectors of the galaxy against the Klingon threat while searching for the evil Nomad.

All the way through you are collecting STU (Strategic Training Unit) points.

The Enterprise controls are in a rotating first. A rotary con-

trol allows you to move and fire in any direction and other possibilities include launching Photon Torpedoes and veering to another sector of the galaxy.

Use the long-range sector scanner to check on any threats in a given area and the bridge view to conduct the short-range battles.

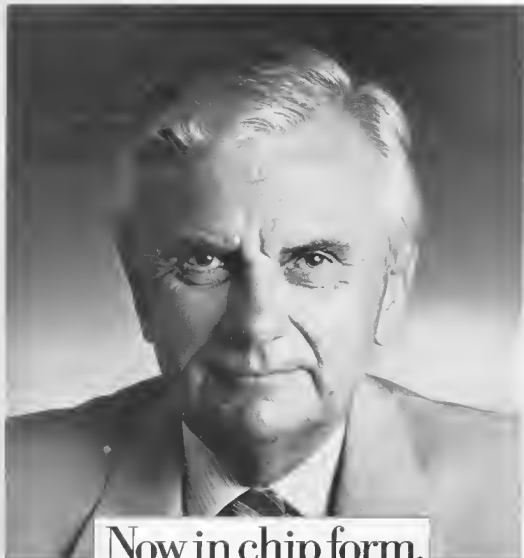
Klingon ships come in three colours, red attack and destroy the starbases which help the Enterprise gain extra energy, purple attack the Enterprise itself while white ships gain speed and ram your craft.

Saucers are another problem as they can drain warp energy from the starship but the real threat, the Nomad appears in sector 21 as a single yellow pixel and leaves mines wherever it travels.

Three hits after the shields are down will destroy the Enterprise. Unthinkable in the TV series of course, but all too likely in the arcades.



Illustration: Terry Rogers



Now in chip form.

If your BBC Micro could talk, what sort of accent would it have?

A BBC English one, of course.

Which is exactly why Acorn Computers, who designed and built the machine, have produced its very own speech chip featuring the dulcet tones of Kenneth Kendall.

Called Speech Synthesis, it's a pair of chips that can be plugged into your BBC Micro by your local BBC/Acorn dealer. On them, you'll find 164 words/syllables spoken in familiar fashion by the famous retired newscaster, all of which can be

combined to form several hundred other words.

The chips also provide the 'serial' processing capability whereby future software cartridges can also be plugged into the front of your BBC Micro. (The machine's vocabulary will be widened via such cartridges.)

Priced £55, Speech Synthesis is available from your local BBC/Acorn dealer. (To find out where that is, simply call 01-200 0200.)

If you'd like more information, he'll complete the story. In plain English, of course.



PLAYING GAMES IS GOOD FOR YOU!

U.S. EXPERTS BACK THE VIDEO BOOM

Video games are good for you according to a panel of top American doctors, psychologists and researchers.

The academics came together at a recent conference at Harvard University to discuss the social and psychological effects of video games.

America is the world centre of video games where the average teenager currently spends more money on video and computer games than on records and films put together.

Included in the evidence presented was the report of William Lynch, director of the Brain Injury Rehabilitation Unit of California. Doctor Lynch told the conference how video games were being used to help brain injury

sufferers re-learn skills as well as "improving motivation and attention span".

Children's hospitals are also introducing video games, in experiments to see if the games can be used as incentives to aid recovery and boost morale.

On the social effects of video games no evidence was presented to support the view that arcade video game enthusiasts measured up to the popular stereo-type of poor performers at school, who often steal money and take time off to play the machines.

Education specialist David Brooks presented research based on a thousand teenagers who regularly visited arcades that no less than 68 percent

obtained above average grades in school exams.

Mr Brooks also found that not all the time spent in the arcades was used playing the machines. The arcades were places where young people met to socialise with friends.

Atari's head of Behavioural Study, Professor Bob Oton, has been visiting Europe to discuss the conference and his firm's new range of educational games for young children.

Professor Oton told *Computer and Video Games* that he did not think another large scale conference of this type would be held again next year but instead he hoped that more specific research would be carried out into key areas — such as medical

applications, the psychology of video games and effects on learning.

So next time your Mum moans at you for not getting any exercise and spending the whole week huddled over a video game tell her video games are good for you — 'the experts say so'.

Despite advertising for researchers to present papers both for and against video games no one took up the challenge to attack the new leisure interest.

On this side of the Atlantic the argument against video games has concentrated on the stress inducing factor — though this is hotly disputed by the Americans.



WIN AN ENDURO!

You could be the first person in the country to own a super new Enduro cartridge courtesy of our friends at Activision.

We have ten spanking new cartridges to give to the first people who can tell us the name of the last British driver

to hold the Formula One world championship title.

All you have to do is put your guess on a postcard and send it to reach us not later than September 16th when the first ten correct entries out of our sack will win a prize. Send your entries to *Computer and Video Games*, Enduro Competition, Durrant House, 8 Herbet Hill, London EC1R 5JB.

GAMES THAT TALK BACK

Feeling lonely? Want someone to talk to? Then cheer up because help is only a game cartridge away.

Talking games were first launched by Mattel who introduced their speech add-on last year with two games — *Spies Spatters* and *B17 Bomber*.

Since then they have followed up with a talking *Tron* game — *Solar Sailor*. But it is not only Intellivision owners who will be able to enjoy talking games as Atari have announced a speech add-on as have Philips.

The Philips talker has the widest vocabulary and can have words typed into it from the keyboard.

The Atari talker is similar in design to Mattel's but the words used stored on the cartridges

that plug into the voice synthesiser.

Talking games are believed to be the future for videogaming and it seems likely that the next generation of entertainment computers will have advanced

ATARI PRICE WARS

Summer bargains abound in the video games shops as the price war heats up.

Atari recently lopped £5 off the price of any new game Cartridges for a limited period.

Imagic are offering two games for the price of one with *Riddle of the Sphinx* and *Fire Fighter* and *Cosmic Ark* and *Atlantis* selling in double packs.

Sales are down everywhere — partly as a result of the seasonal Summer slump but the boom in secondhand Atari VCS's must mean that many people are now upgrading either to home computers or to more advanced video games systems.

STARPATH WINNERS

So you think you know all that there is to know about video games do you? OK, smarty, I bet you didn't know that Pac-Man was named after the Japanese word *Paku* which means to eat. Or that *Demon Attack* has 84 words of aliens. Where did you think Atari's HD was? No, it wasn't Slough or Tokyo. It's actually in the good old US of A in the sunshine state of California. Frogger experts would also know that a snake stalks the river bank in this popular arcade conversion and finally that the hit

Activision VSC game — *Pitfall*, was designed by David Crane.

We asked you the above questions in our July Supercharge competition. The first three correct entries were from Lee Cawthill of South Shields, Tyne and Wear, John Walker of Ramsgate, Kent and N Woodhem of Hemel Hempstead.

The lucky winners will receive a free Starpath Supercharger and two games of their choice to go with its courtesy at Electronics Leisure Products of Raheen, Limerick, Ireland. Well done!

This is good news for existing VCS owners who can look forward to selection of cheaper games in the near future.

C&VG's advice to game buyers — shop around and save yourself a few pounds.

CONTEST UPDATE

We've been running so many competitions lately in our *Video Gaming* pages we thought it was about time we gave you an update on the prizes still waiting to be won.

River Raiders still have a chance of winning a Spider-tighter cartridge courtesy of Computer Games Limited if they can score a million points on this tough shoot 'em up.

Philips owners are also in with a chance of winning a new Videopac of their choice if they can clock up more than five hundred points on *Krazy Chase*.

Simply send us a photograph of the screen of either game and we will send you your prize.

People wishing to enter the *Krazy Chase* competition should also state the game they would like to receive as a prize.

We have five games to be won in each competition and the usual *Computer and Video Games* competition rules apply.



THE FACE INVADERS!

Intellivision owners really got their teeth into our Name the giant burger competition featured in Video Gaming pages in our July issue.

We asked you to come up with a name for the burger depicted by artist Phil Little.

The entrants made appetite boosting reading and by the time I got through them all I was starving. The two best names all earn a free Burgerime cartridge courtesy of Intellivision.

MD Semon of Portsmouth came up with my personal favourite "The Leaning Tower of Burger", and there were shades of the Hitch-Hikers Guide to the Galaxy in Mark Schneewiss's entry, "The Pan Galactic Gargle Burger. You didn't tell us your address Mark — perhaps you can get in touch so we can send you your prize.

Slightly more intellectual is the R.A.M. (Really Amazing Morsell) or the "R.D.M. (Rather Over-sized Mouthful)" from W. Hole of London.

Andrew Thompson from St. Albans, Herts. thought about the problems of trying to eat such an enormous burger and came up with the "Face Invader".

The longest of our prize winning names came from J. G.

Benson of Huddersfield who came up with this parody of the old Coca Cola Advertisement! "Beefbasherbrunchylunchintrinchryinfatloodinsladsmschmaweealsovourinketchupcatchmoggoackinpoppinpinchpicklepitchinkitchenbitchinletlucelimpineessameedinsun-cunchin" Burgerbital". Try saying that with a mouthful of burger! Congratulations to all our winners — a Mattel Burgerime cartridge will be on its way to you very soon.

END OF THE \$200 LINE

Atari have abandoned plans to launch the \$200 advanced video games system in the UK.

The Atari VCS is still to be produced even though it is now five years old and considerably inferior in design to some of the newer systems.

Atari will continue to produce now games for the VCS and are to launch a range of add-ons including a speech synthesiser for talking games and a keyboard which turns the VCS into a home computer.

RACE THESE HOT CARS!

Would-be racing drivers will have plenty of opportunity for sneak-peeker practice this autumn, as long as they also have an Atari VCS.

It seems that road-race games are about to hit the home video circuit in a big way.

The official Atari offering is a



VCS version of their arcade game Pole Position, due to be launched in cartridge form this September.

You are at the wheel of a powerful racing car and the idea is to overtake as many cars as possible in the shortest time.

The main race, however, is open only to those who qualify in the first round which you have to do by completing a circuit in a slightly longer time. This ensures that newcomers to such games are not faced with a seemingly impossible task.

The car has two gears, high and low, which can be selected at any time by pulling the joystick towards you for high and pushing it away for low gear.

Left and right are used to control the car itself while the fire button acts as a brake.

The circuit is well displayed. It takes up almost the entire width of the screen in the foreground and about half that in the background as it goes towards the horizon.

The opposition to Pole Position comes in the form of Enduro from Activision, due to be released in a couple of months.

Another road-race game, this features a 24-hour rally in which you have to pass as many cars as possible in one day.

The time of day and the various stages in the race are represented on screen by some

really stunning graphics which are among the best I've seen from a VCS.

The race starts in the morning with a green road and blue horizon. As the day wears on the colour of the sky changes with a colourful and gradual sunset with various shades of pinks and reds.

Then comes night. The display changes to black and white and only the lights of the cars are visible. In the middle of the night comes the fog. Visibility is halved and driving becomes more difficult.

Quote for the first day is to pass 200 cars and if you succeed the target rises to 300 for subsequent days. If you survive for five days a trophy appears on the screen. Send a photo of this to Activision for free membership of the Roadbusters club.

Enduro wins hands down on graphics. The road is clearer and the game has various screens with different times of day and weather. Pole Position has just one.

I found the Activision car easier to control, except in the snow where steering is deliberately sluggish.

I passed 200 cars quite quickly but 300 in the second screen is far more tricky.

THE VERDICT

If I wanted a road race game my personal choice would be Enduro. Quite simply it has more features and superior graphics.

| | Pole Position | Enduro |
|-------------|---------------|--------|
| ● Action: | 3 | 4 |
| ● Graphics: | 3 | 5 |
| ● Addition: | 3 | 4 |
| ● Theme: | 4 | 5 |





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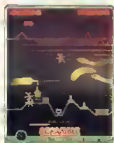
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TAIL OF THE LOST MOUSE

If you are looking for a maze game for your brand new Colovision then the choice so far is pretty limited.

In fact there is just one, Colovision's own Mouse Trap — based on the Exidy arcade game of the same name.

Mouse Trap is considerably more difficult to learn than Pac-Man which perhaps explains its comparative failure in the arcades.

However, this added difficulty is a bonus for home use — where you can have an infinite number of games without the arcade shutting or running out of cash!

You are a mouse running through a maze eating pieces of cheese as you travel. Bonus items appear at random throughout the maze such as keys, spectacles, and safety pins.

There are also larger cheeses worth more points and dog bones. When you have collected several bones you can push the dog button which turns you into vicious bulldog and set out after the cats that are trying to thwart your mouse's progress.

Just as in Pac-Man your score multiplies according to the number of cats you can catch.

Game play is brought a step beyond the basic maze ideas by the ability to change the shape of the maze as the game takes place.

A series of gates can be closed and opened to prevent the cats getting at you.

At the higher skill levels there is also a hawk which dives at you — although I must say the creature looked more like an aircraft than any species of feathered friend that I've spotted in the English countryside.

The bird is also easy to dodge and is more of a irritant than adding anything to the game.

Colovision's unplayable

joysticks are at their worst in this game where manoeuvrability is the key to high scores.

THE VERDICT

As excellent maze game, but will someone, somewhere, please design a decent joystick for this exceptional new machine.

- Action ▲▲▲
- Graphics ▲▲▲
- Addiction ▲▲▲
- Theme ▲▲▲

It's here — the first independently produced game for the Philips G7000.

A first for Imagic, with variations of their top sellers Demon Attack and Adentis.

The jury have been out for several hours now considering the verdict on Demon Attack.

One of the main points raised by counsel for the prosecution was the jerky slow moving missiles. It was felt that this compared poorly with the fast action obtainable on the original 2600 version of this colourful games.

In a powerful speech which must have convinced many of the weaverets on the jury the young barrister told the court that Phillips Demon Attack has no lesser spring aliens — thus leaving out the piestest part of the original game.

It's pointless to speculate

what the verdict will be — you'll just have to wait till the end of this review to find out what that will be.

For my own part I found the lesser base very sluggish. I don't know if this is due to the game itself or the infamous Phillips joysticks — either way you get blasted all too easily and more often than not through no fault of your own. Not the best thing to happen when you're dealing with deadly aliens.

Colours are duller on the G7000 version than on the Atan which — all in all adds up to Demon Attack being a fairly unsuccessful conversion.

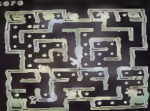
Full marks to Imagic for producing games for the Philips but a little bit more consideration to what would make a good game for this system rather than what would sell well on it might have produced a better game.

THE VERDICT

Not the best shoot 'em up available for the G7000

- Action ▲▲▲
- Graphics ▲▲▲
- Addiction ▲▲
- Theme ▲▲▲

006070





Clean Sweep is the Vectrex answer to Pac-Man. But in this version the maze is intended to be the corridors of a bank and the dots represent banknotes scattered over the floor as the villains made good their escape. The Pac Man is replaced by a vacuum cleaner — sucking up the notes and the ghosts by the Grabbers — claw-like creatures which chase you around.

This all sounds great in the instructions on the side of the box. Trouble is once you play in the game there is nothing remotely resembling a bank, a bank robber, or any cash.

The idea of the game is to suck up all the cash scattered around the maze with your vacuum cleaner. This looks like a little log horn.

The robbers are represented as clacking claws which snap open and shut as they chase you around the maze. In the four corners of the maze are superchargers that you can visit once on each screen.

When supercharged you can set off after the robbers and, if you manage to catch one whilst still supercharged — score 100 for one, 200 for two, 400 for three and a maximum 800 for four.

Your vacuum cleaner can get full up — and has to be emptied by going to the centre of the maze.

As in Pacman there are screen exits which enable you to disappear and then reappear at the other end of the maze.

It's difficult to lose yourself in the theme of the game as the graphics are so unconvincing.

Game play rapidly becomes boring and mechanical as there are no little twists or hidden bonus earnings which you can build up to as your skill increases. If you want a new game for your brand new Vectrex check out instead Cosmic Chess.

THE VERDICT
Gully in the first degree — a stupendously mediocre game.

- Action ↓ ↓
- Graphics ↓
- Addiction ↓
- Theme ↓

| TOP TEN | | | |
|---------------|--------------|-------------------|--------------|
| GAME | MANUFACTURER | GAME | MANUFACTURER |
| 1 Phoenix | Atari | 8 Vanguard | Atari |
| 2 Donkey Kong | CBS | 7 Defender | Atari |
| 3 Frogger | Parker | 6 Ms Pacman | Atari |
| 4 Pac-Man | Atari | 5 Demon Attack | Imagic |
| 5 River Raid | Activision | 10 Space Invaders | Atari |

All the above cartridges are produced for the Atari VCS home video games centre.

One of the best selling games of the year is undoubtedly Activision's Pitfall.

Not surprising therefore that copies of the successful formula should start to appear.

The first was Imagic's Tropical Trouble for Intellivision and now we have Jungle Hunt from Atari.

The idea of this latest VCS cartridge is to capture the Beautiful Maiden (yawn).

You play the part of Safari Sam who has to overcome four screens of danger.

Using the joystick controller Sam swings through the trees — from rope to rope Tarzan style — pressing the fire button to jump.

Once through the Deadly Forest, Sam finds himself in the crocodile infested Rapids River. Armed with a spear he must impale the crocs on the end of it to score points and stay alive.

The next screen brings our hero safely back to terra firma. Well, not that safe really, as he is being bombarded with boulders that he has to hop over, Donkey Kong fashion.

The final hurdle is to avoid the spears being hurled by the vicious native who guards the Cannibal Camp where the maiden is held captive.

This game is really intended for the younger games player and does not offer a strong enough challenge to the serious games player.

Graphics can't hold a coconut to Pitfall and the gameplay quickly became tedious Jungle Hunt.

THE VERDICT
If you are looking for a safer partner for your VCS we would suggest you take Pitfall Harry and leave Safari Sam in the shops.

- Action ↓ ↓
- Graphics ↓ ↓
- Addiction ↓ ↓
- Theme ↓ ↓

is in the shops now at £24.99. Imagic throw the best features of two successful arcade games together and came up with Nova Blast, a hybrid video game for the Intellivision system.

From Dalandar it took the screen scrolling from side to side and a radar screen. From Missile Command came the cities which need protecting from an onslaught of aliens.

Sounds good — but unfortunately the two elements have not knitted into a well-balanced game.

Your craft shoots along above an ocean, with four cities lying, like Atlantis, beneath the waves. These are protected by energy barriers from the alien hordes which dive out of the skies.

But one direct hit is enough to destroy the barrier and the next hit will destroy the city itself.

Barriers can be replenished by your aircraft by use of a beam. You slow down over an energy source to beam it onboard and then beam it down to your unde-landed city.

Of course energy sources tend to be some way from the cities, so you have to leave a city un-guarded to collect new supplies.

Radar shows whether a city has its barriers up or down and it also shows your craft and the aliens.

The aliens are rather unimaginative in design and hurl themselves around the screen only slowing down over the city targets and going into a spiralling dive onto the cities — they don't miss.

Water walkers are the underwater peril as they stalk your cities they hurl bombs skywards. Aliens come in waves and bonus scores are built up for each city still standing after each wave.

On the easy levels, the trick for saving at least one city is soon learnt. On other levels, thought is

needed to combat the walkers. Graphically disappointing Nova Blast suffers from the predictability of alien movement, they just overwhelm your cities by a sheer force of numbers.

THE VERDICT
Gully of unimaginative game design which relies too much on old ideas which worked well in other games, not in Nova Blast.

- Action ↓ ↓ ↓ ↓
- Graphics ↓ ↓
- Addiction ↓ ↓
- Theme ↓ ↓

REACHING OUR VERDICT

Sentences awarded by this court are as follows.

● Action: This refers to how much you have to do. How many screens are there, how many challenges, characters, and generally how much is going on.

● Graphics: How pretty is the game.

● Addiction: Perhaps the most important category of all. How long will the game hold your interest. Will you be able to put your joystick down.

● Theme: This is the combination of storyline, action, graphics. Does the game live up to the scans setting blurb on the box.

The maximum five joystick will rarely be awarded by the jury as it is our belief that the truly excellent game is a very infrequent occurrence.

Three sticks is an average score for games of reasonable quality but not in the opinion of the jury worth reaching for the wallet. In order to be worthy of handing over cash for games must score at least four sticks in at least two categories. Two sticks deserves imprisonment.

One stick gets a life sentence and games which score no sticks at all will cause the judge to don his black hat and order the manufacturers to be taken from this court and hung by the neck until dead.

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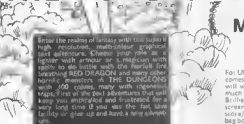
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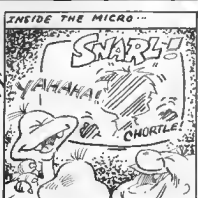
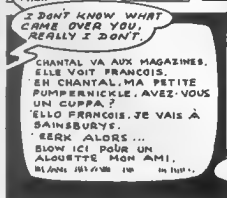
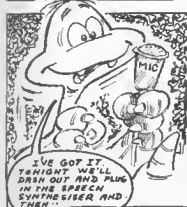
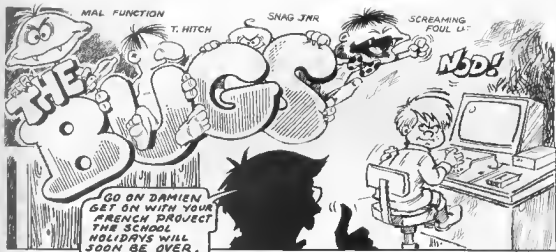
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| 2 | FLIGHT SIMULATION (Psion) | 3D MONSTER MAZE (New Generation) | 2 | WACKY WAITERS (Imagine) | | OIX (Atari) | 2 |
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Can you beat the rest of your street at Arcadia?

Do Planetoids fans sit up and take note when you tell them which wave you're on?

Sounds like you might be due for some national acclaim. The Hall of Fame is C&VG's answer to top computer game scorers who thought they didn't have anything more to prove.

We have chosen nine games which have kept C&VG reviewers whooping and wailing deep into the night and set out to keep track of your best scores.

If you think you could qualify as a top scorer simply send in a postcard telling us your high score on one of the games below and giving the name of a witness. We will also need to know which game you scored this on, roughly how long it took and your name, address and phone number.

Next year we'll write some of the best scores along to a grand final day to prove their skills, but in the meantime we'll be printing a top five on each machine in every issue of Computer & Video Games.

On one game, Violent Universe, send

your scores into Quest at the address on the cassette as they have their own way of verifying them. For the rest the address is: Hall of Fame, Computer & Video Games, Durrant House, Herbal Hill, London EC1R 5JB.

The games in the Hall of Fame are: Planetoids, Acornsoft's brilliant version of Defender for the BBC, At Acornsoft, Neil Raine holds the top score of 408,000. Beat that!

Minad Out, Quicksilver's highly-rated game for the Dragon 32.

Arcadia, by Imagine, one of the best-ever sellers and you can enter on either the Spectrum or Vic versions (please tell us which).

Jet pac, the game which made Ultimate a top name in computing overnight. For Spectrum owners.

Diamond, English Software have high hopes for this mining game and are even putting up a Diamond prize.

Krazy Kong, the best version of Donkey Kong we've seen on the Vic-20 from Anirog.

Violent Universe, a new game from Quest, the company that developed a high score verification system for their

Spectrum games mentioned earlier.

Manic Miner, sheer addiction for the Spectrum, a great new game for the Bug-Byte catalogue.

3D Escape, Malcolm Evans' game for New Generation Software which set new graphics standards on the Sinclair ZX81.

HALL OF FAME

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BY SIMON GOODWIN

RUNS ON AN ATARI 800

THE heavy clouds rolled darkly overhead as Bedenoth rode his way through the forest, his senses keen, always alert for the approach of danger. Dimly in the distance he could make out the faint orange glow of the agent's fireball, as it burnt endlessly against the enchanted wall. The newly formed avenue of scorched, blackened trees at least now gave him a straight path to follow.

But even as he prepared to continue the swirling vortex that would begin the weakening, a low menacing thunder rumbled from the East; and then, high above the trees, was the unmistakable vile cautescence of a swiftly approaching demon! Valdeh was proving to be a worthy, if devious, opponent! Bedenoth let a curse escape his lips, then raised his hands above him, and began the utterance that would summon the swarm. They would surely destroy the demon—but could he complete the spell in time? With every breath, the nightmare creatures loomed closer...

And then the insects were there, climbing higher and higher, spreading out before the invader, and then enveloping it in a blizzard of tiny flapping wings. The threat of the demon was past; but the taste of revenge was sweet on the tongue of Bedenoth. He could see the dragon flying east over the wall, its great leathery wings beating slowly. If now heading towards Valdeh—the Towers knew already of the Sorcerers' approach, and was using powerful magic to protect the Stones.

Now was the time to strike that retreating blow! Valdeh would soon be desperately lending off the awesome dragon; no it was with an evil male that Bedenoth created the elemental, and commanded it to forge East, then hopefully to deliver a fatal

blow to the coining Valdeh.

And what if Valdeh should lead off this attack, as he had successfully so many times before? Then it would mean the contest would go on, perhaps only finally decided when one of them had penetrated the walls and defeated the ever-present Guardian. For to whoever did this went the prize of the Stones, and to him would be given the ultimate power...

This mystical game is for two players, each representing a Wizard. They begin in a forest at the top of the screen, and must pass through the forest, penetrate the three enchanted walls and capture either of the Stones, which are behind the final wall.

The game plays in three ways: each game turn is made up of two phases: a spell-casting phase and a movement phase. A Wizard will cast spells to penetrate the walls, and to defend himself from the spells cast by his opponent or the Towers. Casting a spell requires energy—the energy remaining to a Wizard is shown at the bottom of the screen set to a picture of him, one red, one blue.

To assist the Wizards in selecting a spell, the six available spells are shown across the bottom of the screen followed by the amount of energy required to cast them.

In phase two, the Wizards can move. In turn, each player will press a cursor arrow key (without holding down the central key) to indicate the direction he wishes to move.

A Wizard will move one piece in the direction chosen, provided the way is clear (or if there is a

Stone symbol indicated on the display).

There is one alternative to movement available in phase two; by pressing "X" a Wizard is given 50 extra energy points. This energy is taken from his reserve (shown next to his energy). At the start, each Wizard has 500 energy points, with 100 in reserve, but only 5 is deducted. However, a Wizard does not run his reserves down lightly, for it is when his reserves reach zero that he dies: and it is from his reserve that points are deducted when he is affected by a spell.

It is important to keep a high reserves figure in the early stages, for at the end of each turn, the Wizards receive extra energy points equal to 10% of their reserves.

How does a Wizard cast a spell, and how does he choose which one to cast? To cast a spell is simple. When "CAST YOUR SPELL" is displayed the Wizard whose face is lit presses a key between 1 and 6. This indicates which spell you are casting—the spell is shown in the appropriate colour. Then he presses a grid key to show what the target point of this spell is to be. For example: keying 5, 4, 16 means cast a vortex at point 4,16. Keying 1, 12, 5 means cast a demon at point 12,5.

Grid points are numbered around the edges of the screen thus 123456789:1234... Grid references are given across the screen. "12" means point 19, and "5" means point 11, 12, 13, etc.

If a Wizard doesn't want to cast a spell in any turn, he can either press the space bar or the first entry (pressing the space bar as a later digit is deemed to mean cancel, so that entry can be ignored), or press 6 followed by a pretend grid reference to bid the opponent into believing that he is spell casting.

Once the player has done the above, he presses RETURN to confirm what he has entered, or presses the space bar to cancel it and allow him to begin entry again.

How to choose which spell? Any spell which moves into a Wizard attacks him in the same way as if it had reached its target, so try to avoid getting in the way.

In the following spell explanations, the number in brackets is the number of reserves points a Wizard loses if attacked. ● If a Wizard is within two places of a Demon when it reaches its target, he is attacked by it. A Demon will destroy any Elementals in its path. If it is removed from the screen at its target. If two Demons collide then they destroy each other. (30) ● When a Swarm reaches its target, it spreads into all empty adjacent places, and remains on the screen. If a Wizard is in this

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spreading zone, he is attacked. A Swarm destroys any Demons in its path, or that subsequently try to pass through it. (15)

● A Fireball is the only spell to destroy trees. (All spells pass through the forest unharmed.) This is useful to clear a path for the Wizard. A Fireball also destroys any Swarms that it comes into contact with. At its target, it expands like a Swarm, affecting anything adjacent as if it had moved into them. It is then removed from the screen. (25)

● A Shield destroys Fireballs, and spreads into a protective cup shape on reaching its target. It remains on screen. It is also the only spell that has any effect on a Dragon. If the two meet, there is a chance that the Dragon will be destroyed or pick a new target. (20)

● The Vortex is the only spell to affect a wall. Three hits in the same place are needed to form a breach. It destroys any Shields that it contacts. The Vortex is removed at its target, or if it hits a wall or another Vortex. (20)

● The Elemental is useful to hinder your opponent, as it re-

maines on screen at its target, and destroys any Vortices that collide with it. (10)

● The Dragon destroys all spells except the Elemental. Also, when it reaches its target, there is a chance that it will merely pick a new target, and make its way to that one. A Dragon can remain on screen a long time in this way. (50)

Spells are moved in the following sequence: Spells cast by the Towers. Spells cast by the Wizard in Power. Spells cast by the other Wizard.

The Wizard in Power alters rates each turn, and is indicated by a Stone symbol at the bottom right of the screen.

A Wizard can have up to six spells active at the same time. An active spell is one which has not yet reached its target.

Finally, be aware that the Towers are unaffected by any spells, and

that their spells pass over the walls freely.

Program Notes:

Ensure that year left margin is set to 9 (POKE 82,0) before you type in the program.

The numbers (but not the other symbols) in the print statement on line 5000 are to inverse video.

Many numbers are assigned to variables: eg N1 = 1, N20 = 29 etc. This saves memory. When typing in from the listing it won't matter if you occasionally key say 20 instead of N20 (do it too often and the program will not run to 19K); but avoid accidentally keying any N89 when N90 has not been defined and will therefore equal zero.

There are machine code routines in DATA statements on lines 30, 32, 80, 82, 30000, 30002 and 30109. If the program

crashes your machine when you see it, it's likely that you mis-keyed on those lines.

The break key is disabled by the last two pokes on line 20. This is because there are interrupts pending which do not stop when break is pressed. To abort the program press SYSTEM RESET.

When a Tower casts a spell, it chooses from a list in the DATA statement on line 32850. If you wish to change the probability of spells appearing, or say, want the Towers to cast only Dragons, these values can be altered; but ensure that 14 numbers in the range 1-7 are present.

It is possible to stop the Towers casting any spells, should you desire a straight Wizard duel. To accomplish this, REM out line 1500, and remove the "NEXT J" statement in line 1505.

```
5 POKE 106,60:GRAPHICS 17:READ N1,N2,N3,
N4,N5,N6,N7,N8,N9,N10,N11,N12,N13,N14,N1
5,N16,N17,N18,N19,N20,N21
10 READ N22,N23,N25,N30,N32,N40,N41,N42,
N43,N44,N45,N50,N56,N128,N129,N152,N500
12 READ N1000,N1370,N1385,N1390,N2000,N5
500,N9000,N9100
15 DATA 1,2,3,4,5,6,7,8,9,10,11,12,13,14
15,16,17,18,19,20,21,22,23,25,30,32,40,
41,42,43,44,48
16 DATA 50,100,128,129,162,500,1000,1370
1385,1390,2000,5500,9000,9100,232,56,16
6,128
20 OPEN #N1,N4,N5,"K":SOUND N,55,N4,N10
FOR J=708 TO J+N3:READ A:POKE J,A:NEXT J
1:POKE 16,64:POKE 53774,64
22 POSITION N2,N10:W#6:"stones of Wiat
N1":AOR=60:256:J=1536
25 READ A:IF A<N1 THEN POKE J,A:J=J+N1
:GOTO 25
30 DATA 184,162,0,169,60,133,207,134,205
169,224,133,205,134,204,32,22,6,32,22,6
96,161,204,129,206,230,206,208,2
72 DATA 230,207,230,204,208,242,230,205
169,205,201,226,206,234,189,224,133,205
,6,-1
40 H=USK 1536:POKE 758,60:POKE 1790,N25
45 DIM E(N1),H(N1),K(N1,N2),O(N1),H(N1)
,H(N1),CL(N1),U(N1),O(N1),O(N1)
46 DIM S(N18),S(N18),S(N19),T(N18),T(N
18),S(N18),S(N18),S(N19),S(N18),S(N18),S(N18),S(N18)
55 C(N)=N500:E(N1)=N500:H(N)=N100:H(N1)=
N100:O(N)=H(N):O(N1)=H(N1):CL(N)=N1:CL
(N1)=N129:S(N19)=N32
60 FOR J=N TO N18:S(J)=N:S(NK J)=N:SP(J)=I
NT J/N6:NEXT J:S(N19)=N
65 RESTORE 32800:FOR J=N TO N19:READ A:O
LUT A+160:PLOT J,A:PLOT N,J:PLOT N19,J
70 FOR J=N1 TO N6:READ A:O(S(J)=A:NEXT J
75 FOR J=N TO N13:READ A:SP(NK J)=A:NEXT J
:RESTORE 30109:J=1600
76 READ A:IF A<N1 THEN POKE J,A:J=J+N1
:GOTO 76
80 DATA 72,173,55,6,240,23,201,1,240,27
,201,2,240,31,189,8,141,255,6,169,72,141
10,212,141,22,206,184,64,169,14,238
82 DATA 255,6,76,85,6,169,220,238,255,6,
76,85,6,169,8,239,259,6,76,85,6,-1
90 H=PEEK(560)+PEEK(561)*256:POKE A+24,1
94:POKE A+N5,134:POKE A+26,134:POKE A+2
,134
100 POKE 1791,N1:POKE 512,64:POKE 513,N61
:RESTORE 32800
```

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170 FOR J=N TO 119:READ A:POKE ADDR+N9+J
A:POKE ADDR+N20+N500+J:A:NEXT J:A=ADDR+
N500+N20
180 READ J:IF J=N1 THEN GOTO N500
190 READ K:POKE A+J,K:GOTO 180
200 H=U-N2:A=N13:SA=N1:IF U>N41 AND
U<47 THEN N1=N500:GOTO 285
205 IF U=N182 OR U=N1 OR U=N129 THEN 215
208 GOSUB 400:IF U>N32 AND U<N42 THEN H1
T=U-34
209 IF U>N128 THEN N1T=U-130
215 GOSUB 6000+200:SNK J)
220 W=N1:IF S(J)=N THEN H=N+N1
230 IF S(A)=N THEN W=H+N2
240 ON W GOSUB 255,250,270,275:IF H<N<N
1 OR H<N1<N1 THEN E6=N1
250 RETURN
255 IF A=N19 THEN RETURN
257 IF T=N1 AND SP(J)=N1 AND SP(A)=N TH
EN RETURN
258 IF T=N3 AND SP(J)=N AND SP(A)=N1 TH
EN RETURN
260 S(J)=S(A):IF S(X)=TX(J) AND S(Y)
=TY(J) THEN IF SN(J)>N4 AND SN(J)>N6 T
HEN RETURN
262 S(X)=S(J):RETURN
270 S(J)=S(A):RETURN
275 COLOR S(X):PLOT S(X),S(Y):RETURN
285 IF S(X)=N32 AND S(X)<N42 THEN RETURN
287 IF SN(J)>N5 OR U>N44 THEN S(J)=N:RE
TURN
288 GOTO 215
300 FOR W=N TO N17:IF S(X)=K THEN 350
310 NEXT W:RETURN
350 IF S(X)=L THEN S(W)=N:RETURN
360 GOTO 310
400 FOR W=N TO N18:IF S(N)=U THEN 430
410 NEXT W:RETURN
430 IF S(X)=S(X) AND S(Y)=S(Y) THEN
A=H:RETURN
440 GOTO 410
500 COLOR N162:FOR J=N1 TO 80:PLOT INT(R
ND(N)>N18+N1),INT(RND(N)>N9+N1):NEXT J
550 COLOR N1:H(X)=N5:H(Y)=N1:H(X)=N1
4:H(Y)=N1:PLOT H(X),H(Y):COLOR N129:
PLU1 H(X),H(Y)
500 COLOR N42:PLOT N1,N10:DRAHTO N18,N10
:PLOT N1,N15:DRAHTO N18,N15
605 PLOT N1,N19:DRAHTO N18,N19:COLOR 46:
PLOT N7,N20:PLOT N12,N20:COLOR 45:PLOT N
4,N15:PLOT N15,N15
620 J=N18:S(J)=N41:S(X)=N32:SNK J):N7:S(X
(J)=N5:S(X)=N17:GOSUB 2700:RESTORE 3000
91:J=700
630 READ A:IF A<N1 THEN POKE J,A:J=J+N
1:GOTO 630
640 FOR J=1600 TO J+N10:READ A:POKE J,A:
NEXT J:A=USR 1600:POKE 54286,192:SOUND
N,N,N,N:GOTO 5000
900 COLOR N:PLOT N,N21:DRAHTO N19,N21:PO
SITION N,N21: ? #N6:CHR$(CLN))>E(N):"
"
320 POSITION N10,N21: ? #N6:CHR$(CL(N1))>
E(N1):" " :H(N1):COLOR N14+N128:IN>N1: ? P
LOT N19,N21:RETURN
1000 FOR P=N TO N1:GOSUB 10000
1005 POSITION N2,N23: ? #N6:"CAST YOUR SP
ELL"
1010 FOR J=N TO N2:K(P)=N:NEXT J:CM=N:
GET #N1,A:GOSUB N1300:IF A=N32 THEN 1300
1015 A=H48:IF A<N OR A>N6 THEN 1010
1020 IF A=N THEN A=N1
1025 COLOR CL(P)+N1+A:PLOT N6,N23:X=N3:K
(P,N)=A

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1030 GOSUB N1370:IF A<N OR A>N9 THEN 103
0
1035 K(P,N1)=A:GOSUB N1385
1040 GOSUB N1370:IF A=N4 THEN CM=N1:GOS
UB N1385:GOTO 1055
1045 IF A<N OR A>N9 THEN 1040
1050 K(P,N1)=K(P,N1)>N10+A:GOSUB N1385
1055 GOSUB N1370:IF A=N4 AND CM=N THEN
CM=N2:GOSUB N1385:GOTO 1075
1060 IF A<N OR A>N9 THEN 1055
1065 IF CM=N1 THEN 1055
1070 K(P,N2)=A:GOSUB N1385
1075 GOSUB N1370:IF A=107 AND CM=N THEN
1200
1080 IF A<N OR A>N9 THEN 1075
1085 IF CM=N1 THEN K(P,N2)=K(P,N2)>N10+A
1090 K(P,N2)=A
1095 GOSUB N1385
1100 GOSUB N1370:IF A=107 THEN 1200
1105 IF A<N OR A>N9 THEN 1100
1110 IF CM=N2 THEN 1100
1115 K(P,N2)=K(P,N2)>N10+A:GOSUB N1385
1120 GOSUB N1370:IF A=107 THEN 1120
1200 IF K(P,N)=N1 THEN 1300
1210 IF K(P,N1)<N1 OR K(P,N1)>N18 OR K(P
,N2)<N1 OR K(P,N2)>N19 THEN 1360
1220 IF K(P,N1)=H(X) AND K(P,N2)=H(Y)
THEN 1360
1230 H(P)=N20:F=F+N6:FOR J=F TO F+N5:IF
S(J)=N THEN A(P)=J:J=N20
1240 NEXT J:IF H(P)=N20 THEN 1360
1250 SNK(A(P))=K(P,N):S(A(P))=K(P,N)+N1+C
L(P):H(P)=H(P)+TX(Q(P))=K(P,N1)+TY(Q(P))
=K(P,N2)
1255 A(P)=E(P)-CS(K(P,N)):IF E(P)<N1 THE
N H(P)=H(P)+E(P):E(P)=E(P)+N1
E6=N1
1260 S(X)=H(P)=H(X)+S(Y)=H(Y)=H(Y)+S(X)
(P)=CL(P)
1300 GOSUB N1380:NEXT P:GOSUB 9500:RETUR
N
1360 GOSUB N1390:POSITION N2,N23: ? #N6:"
INVALID ENTRY":SOUND N,255,N6,N15:FOR J=
N TO 200:NEXT J
1365 SOUND N,N,N,N:GOSUB
N1390:GOTO 1005

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1370 GET #N1,A:IF A=N32 THEN GOSUB N1390
60SUB 1390:POP:GOTO 1010
1375 H=A-N40:RETURN
1385 H=A-N40:IF H=N44 THEN A=58
1386 COLOR A:PLOT X,N23:X=X+N1:RETURN
1390 COLOR N:PLOT N2,N23:DRANTO N19,N23:
RETURN
1395 FOR J=N TO N100 STEP N4:SOUND N,J,N
10,N15:NEXT J:SOUND N,N,N:RETURN
1500 FOR J=N12 TO N18:IF S(J)>N THEN GOS
UB 1530
1505 NEXT J:IF T=N1 THEN 1520
1510 FOR J=N TO N11:IF S(J)>N THEN GOSUB
1530
1512 GOTO 1525
1520 FOR J=N6 TO N11:IF S(J)>N THEN GOSUB
1530
1522 NEXT J:FOR J=N TO N5:IF S(J)>N THEN
GOSUB 1530
1525 NEXT J:T=T+N1:IF T=N4 THEN T=N
1527 RETURN
1530 OX=(TX(J)-SX(J))-(TX(J)-SX(J)):DY=(
TY(J)-SY(J))-(TY(J)-SY(J)):DSX=ABS(TX(J)
-SX(J)):DSY=ABS(TY(J)-SY(J))
1540 COLOR SC(J):PLOT SX(J),SY(J):R=RND(
4):LN (DSX*DSY)-(DSX*DSY)+N2 GOSUB 1600,
1650,1700
1545 LOCATE OX(J),SY(J),U:SC(J)=U:IF U=N
32 THEN HIT=N
1550 IF U<N32 THEN GOSUB 200:IF S(J)=N
THEN GOSUB 1750:RETURN
1570 IF SX(J)=TX(J) AND SY(J)=TY(J) THEN
GOSUB 1800:RETURN
1590 COLOR S(J):PLOT SX(J),SY(J):RETURN
1600 SX(J)=SY(J)+DY:IF R>DSX*DSY THEN RE
TURN
1610 SY(J)=SX(J)+DX:RETURN
1650 SY(J)=SY(J)+DY:SY(J)=SX(J)+DX:RETUR
N
1700 SX(J)=SX(J)+DX:IF R>DSY*DSX THEN RE
TURN
1710 SY(J)=SY(J)+DY:RETURN
1750 GOSUB 6100:FOR P=N TO N1:IF HCP<OH
P/ THEN GOSUB 1880
1760 NEXT P:RETURN
1800 GOSUB 1850:GOSUB N2000+N100:SHK(J):I
F HCN<N1 OR HCN1<N1 THEN EG=N1
1810 IF SHK(J)>N7 THEN SHK(J)=N
1815 FOR P=N TO N1:IF HCP<OH,P/ THEN GO
SUB 1880
1820 NEXT P:RETURN
1850 FOR H=N TO N20:SOUND N,N50-H,N10,N1
5:COLOR S(J):PLOT SX(J),SY(J):SOUND N,N,
N,N
1860 COLOR U:PLOT SX(J),SY(J):NEXT H:RET
URN
1880 UH(P)=HK(P):FOR H=N TO N12:COLOR CL
(P)+N14:PLOT HK(P),HY(P):SOUND N,H,N20,N1
4,N15
1890 COLOR CL(P):PLOT HK(P),HY(P):NEXT H:
SOUND N,N,N,N:RETURN
2000 COLOR N:PLOT N,N22:DRANTO N19,N22:P
LOT N,N23:DRANTO N19,N23:RETURN
2100 FOR H=N TO N1:IF ABS(HX(H)-SX(J))<N
3 AND ABS(HY(H)-SY(J))<N3 THEN H(N)=HX(H)
-N30
2110 NEXT H:IF HIT=N6 THEN 2B00
2115 RETURN
2200 X=N15:COLOR S(J):FOR K=SX(J)-N1 TO
SX(J)+N1:FOR L=SY(J)-N1 TO SY(J)+N1
2210 LOCATE K,L,U:IF U<N32 THEN 2230
2220 PLOT K,L:GOTO 2250
2230 GOSUB N9000:IF U=N3 OR U=35 OR U=13
1 THEN GOSUB 300:GOTO 2220
2250 NEXT L:NEXT K:RETURN

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2300 X=N25:SN=N1:SOUND N,SN,N8,N15:COLOR
N32:FOR K=SX(J)-N1 TO SX(J)+N1:FOR L=SY
(J)-N1 TO SY(J)+N1
2310 LOCATE K,L,U:IF U=N32 OR U=N162 THE
N 2390
2315 IF U=N162 THEN PLOT K,L:GOTO 2390
2320 GOSUB N9000:IF U=N4 OR U=36 OR U=13
2 THEN PLOT K,L:GOSUB 300
2390 SN=SN+N10:SOUND N,SN,N8,N15:NEXT L:
NEXT K:SOUND N,N,N,N:RETURN
2400 X=N5:COLOR S(J):PLOT SX(J),SY(J):RE
STORE 2450:FOR W=N TO N3:READ OX:READ OY
:LOCATE S(J)+OX,SY(J)+OY,U
2410 IF U<N32 THEN GOSUB 2480:GOTO 2430
2420 PLOT SX(J)+OX,SY(J)+OY
2430 NEXT H:RETURN
2450 DATA -1,0,-1,-1,0,1,-1
2480 GOSUB N9000:IF U=N3 THEN GOSUB 300
2490 RETURN
2500 IF H1=N4 THEN 2800
2505 RETURN
2500 COLOR S(J):PLOT SX(J),SY(J):RETURN
2500 IF AND(N)>0.5 AND JCN18 THEN S(J)=N
:RETURN
2710 COLOR N41:PLOT SX(J),SY(J):TX(J)=N
T(AND(N)+N18+N1) IF JCN18 THEN TY(J)=INT
(RND(N)+N3+N16):RETURN
2715 IF T6=N THEN TY(J)=INT(RND(N)+N9+N1
):RETURN
2720 TY(J)=INT(RND(N)+N4+N11):RETURN
2800 COLOR SC(A):PLOT SX(J),SY(J):RETURN
3000 TG=N:FOR P=N TO N160SUB 10000:POSIT
TION N2,N23:7 #N6:"WIZARD MOVE NOW":DX(P)
=N:OY(P)=N:UX(P)=N
3020 GET #N1,A:IF A=N32 THEN 3200
3030 IF A=88 THEN UCP=99:GOTO 3200
3040 IF A=45 THEN OY(P)=N1:GOTO 3100
3050 IF A=61 THEN DY(P)=N1:GOTO 3100
3060 IF A=N43 THEN OX(P)=N1:GOTO 3100
3070 IF A=N42 THEN DXP=N1:GOTO 3100
3080 GOTO 3020
3100 LOCATE HK(P)+OX(P),HY(P)+DY(P),U:UX
P=U:IF U<N32 AND U<48 THEN 3400
3200 NEXT P:GOSUB 3500:RETURN
3300 COLOR CL(P)=HK(P):EX(P)=E(P)+N50:IF H
(P)<N1 THEN EG=N1
3310 FOR H=N100 TO N STEP -N2:SOUND N,H,
N12,N15:NEXT H:SOUND N,N,N,N:COLOR CL(P)
:PLOT HK(P),HY(P):RETURN
3400 GOSUB N1300:POSITION N2,N23:7 #N6:"
WIZARD BLOCKED":FOR J=N TO 200:NEXT J:6
0SUB 1390:DX(P)=N:OY(P)=N:GOTO 3020
3500 FOR P=N TO N1:IF UCP=99 THEN GOSUB
3600:GOTO 3640
3610 COLOR N32:PLOT HK(P),HY(P):HK(P)=HX
(P)+DX(P):HY(P)=HY(P)+DY(P):COLOR CL(P):
PLOT HK(P),HY(P)
3620 IF UCP=48 THEN EG=N1:HK(P)=N
3630 IF HY(P)>N9 THEN TG=T6+N1
3640 NEXT P:RETURN
4500 FOR K=N4 TO N16 STEP N6:GOSUB 4600:
NEXT K:RETURN
4600 F=N5:FOR J=K-N4 TO K:IF S(J)=N TH
EN GOSUB 4700:IF F<K-N1 THEN RETURN
4610 F=F+N1:NEXT J:RETURN
4700 IF S(F)=N THEN F=F+K-(K+N1):IF F<K+
41 THEN 4700
4710 S(J)=S(F):TX(J)=TX(F):TY(J)=TY(F):S
(J)=SX(F):SY(J)=SY(F):SC(J)=SC(F):SHK(J)
=SHK(F):S(F)=N:RETURN
5000 GOSUB 900:GOSUB N2000:POSITION N,N2
21 #N6:"#00:100:50:40:50:40":GOSUB N100
0:GOSUB N2000

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5010 60SUB 6200:60SUB N5500:60SUB 1500:6
60SUB 900
5020 60SUB N5500:60SUB 3000:60SUB N2000:
60SUB 3000
5030 60SUB N5500:60SUB 1500:60SUB 4500:6
60SUB N5500
5040 FOR P=N TO N1:CP=>EKP>INT(HKP)/N1
0: NEXT P:GOTO 5000
5500 IF EG=N THEN RETURN
5510 POP :EG=N:FOR P=N TO N1:IF HKP<N1
THEN EG=>P+N1:HKP=N
5510 NEXT P:60SUB 900:60SUB 5000:POSITIO
N N,N22:ON EG GOTO 5520,5520,5540
5520 ? ##6,"PLAYER ",N3+EG-EGN2," WINS"
160TO 5530
5540 ? ##6,"THE BATTLE IS DRAWN"
5550 ? ##6,"PLAY AGAIN ?":GET ##1,A:IF A
=89 THEN RUN
5590 POKE 1682,228:POKE 1686,98:A=USR(16
80):GRAPHICS N:POKE 756,224:END
5600 FOR J=255 TO N1 STEP -N2:SOUND N,J,
N10,N15:SOUND N1,J-N1,N14,N15:NEXT J:RET
URN
6100 FOR W=N TO N32 STEP N2:SOUND N,W,N2
,N8,N15:FOR F=N TO N6:NEXT F:SOUND N,N,N
,N,NEXT H:RETURN
6200 FOR J=N12 TO N17:IF S(J)=N THEN 623
0
6220 NEXT J:RETURN
6230 SY(J)=N15:TX(J)=INT(RND(N)*N18+N1):
SX(J)=N4:IF RND(N)>0.5 THEN SX(J)=N15
6250 IF TG=N THEN TX(J)=INT(RND(N)*N9+N1
):GOTO 6270
6260 TX(J)=INT(RND(N)*N4+N11)
6270 SX(J)=SPK INT(RND(N)*N14):S(J)=SX(J
):S4S(J)=45:RETURN
7000 X=N30:60SUB N9100:IF HIT=N1 THEN S(J
)=N:SA=N
7010 IF HIT=N2 OR HIT=N7 THEN S(J)=N
7020 IF HIT=N6 THEN SA=N
7030 RETURN
7200 X=N15:60SUB N9100:IF HIT=N1 THEN S(J
)=N
7210 IF HIT=N3 THEN S(J)=N
7220 RETURN
7400 X=N25:60SUB N9100:IF HIT=N2 OR U=N1
62 THEN SA=N
7410 IF HIT=N4 OR HIT=N7 THEN S(J)=N
7420 RETURN
7600 X=N5:60SUB N9100:IF HIT=N3 THEN SA
=N
7610 IF HIT=N5 OR HIT=N7 THEN S(J)=N
7620 RETURN
7800 X=N20:60SUB N9100:IF HIT=N4 THEN SA
=N
7810 IF HIT=N5 THEN S(J)=N:SA=N
7820 IF HIT=N6 OR HIT=N7 THEN S(J)=N
7830 IF U=N42 THEN COLOR N43:GOTO 7900
7840 IF U=N43 THEN COLOR N44:GOTO 7900
7850 IF U=N44 THEN COLOR N32:GOTO 7900
7900 RETURN
7900 PLOT SX(J),SY(J):S(J)=N:RETURN
8000 X=N10:60SUB N9100:IF HIT=N5 THEN S(J
)=N
8010 IF HIT=N1 THEN S(J)=N
8020 RETURN
8200 X=N50:60SUB N9100:IF HIT=N7 THEN S(J
)=N
8210 IF HIT=N6 THEN SA=N
8220 IF HIT=N4 THEN 2700
8230 RETURN
4000 FOR T=N TO N1:IF U=CL(T) THEN H(T)=
H(T)-X

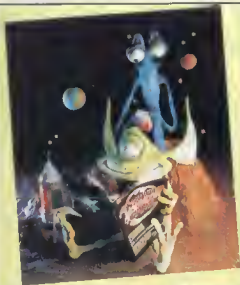
```

```

3010 NEXT T:RETURN
3100 FOR T=N TO N1:IF U=CL(T) THEN S(J)=
N:H(T)=H(T)-X
3110 GOTO 3010
3500 FOR J=N15 TO N STEP -0.2:SOUND N,12
1,N10,J:NEXT J:RETURN
10000 COLOR N:PLOT N,N23:SOUND N,N100,N1
0,N15:FOR K=N TO N5:NEXT K
10002 COLOR CLP:PLOT N,N23:SOUND N,N,N
,N:FOR K=N TO N5:NEXT K:RETURN
30000 DATA 216,206,254,6,173,254,6,240,8
,169,0,141,255,6,76,98,228,169,25,141,25
4,8,173,244,2,201,80,240,8,169,60
30002 DATA 141,244,2,76,173,6,169,62,141
,244,2,76,173,6,-1
30100 DATA 104,162,6,169,7,160,164,32,92
,229,96
32000 DATA 0,254,186,146,238,254,68,124
32010 DATA 0,60,126,126,126,98,24,60
32020 DATA 0,60,56,124,84,108,124,56
32030 DATA 110,183,220,117,183,235,222,1
03
32040 DATA 2,72,43,36,152,24,24,24
32050 DATA 0,153,219,126,126,60,60,24
32060 DATA 36,66,153,37,69,73,34,156
32070 DATA 238,170,56,84,124,124,40,100
32080 DATA 0,5,78,238,125,63,102,136
32090 DATA 129,153,153,255,255,255,255,2
55
32100 DATA 0,0,145,185,255,253,223,255
32110 DATA 0,0,0,0,16,153,223,251
32120 DATA 0,24,24,80,60,126,126,255
32130 DATA 0,64,24,60,60,24,26,24
32140 DATA 0,254,254,254,254,198,68,124
32300 DATA 56,108,57,188,59,124,60,64,32
,137,33,0,34,74,35,164,36,24
32305 DATA 24,93,25,207,26,251,27,166,28
,122,29,221,30,183,31,110
32310 DATA 48,132,49,50,50,73,51,132,52,
164,53,153,54,66,55,60,105,2,110,60,-1
32500 DATA 16,17,18,19,20,21,22,23,24,25
,26,1,18,19,20,21,22,23,24,25
32600 DATA 60,100,50,40,50,40
32650 DATA 1,1,1,2,2,3,3,3,4,5,6,6,6,7

```





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Acornsoft is the software division of Acorn Computers, the company that designed and built the BBC Microcomputer. Here are four more exciting programs, all designed to get the most from your BBC Micro.

Magic Garden (£9.95) is a cassette based on Shirley Conran's successful book. It's a problem-solving program which provides the complete beginner with instant answers to the questions of what to plant and where. Simply tell the computer whether you prefer a shrub or a flower, the type of soil, light and shade conditions and required flowering time and the computer will come up with a selection of possible plants.

Draughts & Reversi (£9.95) is a cassette containing two traditional board games for you to play against the computer. Both give a graphic display of the board on the screen and you can enter your moves with either keyboard or joystick. The games can be played at varying levels of difficulty and on the higher levels you will find the computer to be a very worthy adversary.

Hopper (£9.95) is a game on cassette which can be played with either keyboard or joysticks. Hop the frog across the busy motorway trying to avoid four lanes of fast-moving traffic. To get across the river to the frog's lair you must leap on to the logs and turtles' backs, but beware of the diving turtles, the crocodile and the snake.

BCPL (£99.65) is a flexible modern structured language that's very easy to learn. The package consists of a BCPL language ROM, a 40/80 disc and a 450 page User Guide. The disc contains the BCPL Computer, a Screen Editor and a 6502 Assembler. BCPL is particularly good at handling Input and Output and is ideal for writing utility programs and to develop games and commercial packages.



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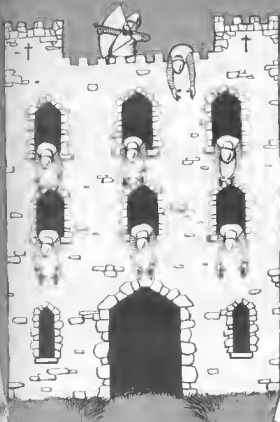
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In days of old when knights were bold they just loved to have a battle. And when a fire-breathing Dragon wasn't available the next best thing was to go and lay siege to your next-door neighbour's castle for a few weeks.

Taking along your loyal retainers and trusty rock-catapult you'd trudge off and pitch camp outside the castle and wait for the poor chap inside to give up or start eating rats. You don't have to sit around for months, braving all the elements. Your siege will last just 30 seconds! And if you fail to win the castle within that time it's back to Dragon hunting. You'll see a castle with defenders appearing on the battlements and at windows. You are armed with your trusty catapult and have to fire at the defenders in a bid to wipe them all out. If you manage to knock out all the defenders within the 30 second time limit then the castle is conquered. You have to be quick on the draw as the defenders move about rapidly. The number of defenders is governed by the difficulty level you chose at the start of each game.

You aim the catapult by moving the sight with keys Q, W, E, A, D, Z, X and C. The weapon is fired using the 5 key.

```

1530 NEXTI
1540 PRINT"O SPLATTER !!!
1550 FORAS=1 TO I:MUSIC"CO":NEXTAS
1570 S=S+1:IF S>ND:THEN I=1610
1580 IF S>1:THEN M=M+1:IF M=1:THEN I=1610
1590 GOTO I:MUSIC"CO":NEXTAS
1600 GOTO I:MUSIC"CO":NEXTAS
1610 Z=Z+1:IF Z=40:FORO=1 TO 400:NEXTO
1620 GOTO 2030
1630 FORYT=1 TO 4
1640 FORZ=1 TO 4
1650 MUSIC"CO":NEXTO
1660 NEXTZ
1670 Z=Z+1:IF Z=40:FORO=1 TO 400:NEXTO
1700 GOTO 2030

```

```

1709 REM ** THE CASTLE **
1710 PRINT"
1720 PRINT"
1730 PRINT"
1740 PRINT"
1750 PRINT"
1760 PRINT"
1770 PRINT"
1780 PRINT"
1790 PRINT"
1800 PRINT"
1810 PRINT"
1820 PRINT"
1830 PRINT"
1840 PRINT"
1850 PRINT"
1860 PRINT"
1870 PRINT"
1880 PRINT"
1890 PRINT"
1900 PRINT"
1910 PRINT"
1920 RETURN
1925 REM DATA FOR MAN'S POSITION
1930 DATA 53333, 53333, 53333, 53333
1940 DATA 53333, 53333, 53333, 53333
1950 DATA 53333, 53333, 53333, 53333
1960 DATA 53333, 53333, 53333, 53333
1970 DATA 53333, 53333, 53333, 53333
1980 DATA 53333, 53333, 53333, 53333
2030 PRINT"O YOU MANAGED TO KILL";S;M;" WITHIN
2035 TEMPO3:FORO=1 TO 2
2040 MUSIC"CO":NEXTO
2050 NEXTO
2060 PRINT"O YOU WANT TO PLAY AGAIN *"
2070 GETVJ$:IF VJ$="" THEN 2070
2080 IF VJ$="N" THEN END
2085 RUN
2090 PRINT"O I'M SORRY, BUT YOU RAN OUT OF TIME "
2100 FORO=1 TO 2000:NEXTO
2110 GOTO 2035

```

30 SECONDS"

Illustration: Terry Rogers

TURTLE HOP



Meanwhile out in the jungle . . . an expedition is attempting to cross a fast flowing river. The porters have found that the best way to carry the expedition's provisions and equipment across is to hop over the backs of friendly turtles swimming in the river.

However, although the turtles don't mind being used as stepping stones they do get peckish from time to time — and may decide to dive down for a fish just when a porter is about to step on it. Once on the other side another porter is waiting to collect your parcels — well most of the time he's there anyway. Sometimes he may decide to nip off too — leaving you to dodge about on the turtles until he returns! There are several skill levels and a constant display on screen of the high score and number of successful crossings made . . . don't get your feet wet!

Variables:

Z: row of Ms
C: col of main character.
G: main character.
F: col of first fish.

HS: high score.
V: col of MS
R: row of main characters.
SK: skill level.
CRS: number of crossings.
FF: col of second fish.

```

730 DATA 16,2,2,16,2,16,2,16,2,1
6,2,16,2,16,1,1,2,5,2,6,11,6,10,
5,10,5,3,6,3,6
740 DATA 20,7,20,6,19,5,18,5,18,
28,19,28,20,27,20,26
750 DATA 14,1,15,1,16,1,14,29,15
,29,16,29
760 DATA 8,3,8,4,8,5,9,0,9,4,9,5
,10,3,10,4,10,5
770 DATA 8,28,8,29,8,30,9,28,9,2
9,9,30,10,28,10,29,10,30
    
```

```

780 DEF RAN(X)=INT(X*RNA)+1
790 RANDOMIZE
800 MS="TURTLE<HOP>"
810 Z=2
820 V=3
830 GOSUB 3770
840 MS="CROSSING$="+STR$(CRS)+"
"
850 Z=2
860 V=17
870 GOSUB 3770
880 MS="LEVEL="+STR$(SK)
890 Z=23
900 V=4
910 GOSUB 3770
920 MS="HI(SCORE)="+STR$(HS)
930 Z=23
940 V=18
950 GOSUB 3770
960 FEM *** THE GAME ***
970 CALL HCHAR(13,5,115)
980 CALL HCHAR(4,1,40,64)
990 MS="PRESS<ANY>KEY<TO>PLAY"
1000 Z=4
1010 V=5
1020 GOSUB 3760
1030 CALL SOUND(-50,2000,0)
1040 CALL KEY(0,K,S)
1050 IF S=1 THEN 1060 ELSE 1040
1060 CALL HCHAR(4,1,32,64)
1070 CALL HCHAR(13,5,32)
1080 R=13
1090 C=6
1100 CALL HCHAR(R,C,115)
    
```

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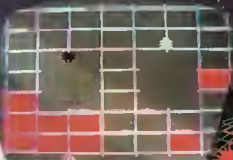
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```

1110 IF R=16 THEN 1160
1120 C=C+1
1130 R=R+1
1140 CALL HCHAR(P-1,C-1,32)
1150 GOTO 1100
1160 CALL SOUND(-50,C*30,0)
1170 CALL KEY(0,K,S)
1180 IF K=68 THEN 1210
1190 IF K=83 THEN 1690 ELSE 1170
1200 REM *** FIGHT ***
1210 ON SK GOSUB 2720,2590,2590
1220 CALL GCHAR(P,C,6)
1230 CALL HCHAR(R,C,32)
1240 C=C+1
1250 R=P-1
1260 CALL HCHAR(R,C,6)
1270 IF C=27 THEN 1480
1280 IF (C=11)+(C=16)+(C=21) THEN
1290 ELSE 1230
1290 CALL HCHAR(R,C,32)
1300 C=C+1
1310 CALL HCHAR(R,C,6)
1320 GOSUB 2180
1330 CALL HCHAR(R,C,32)
1340 C=C+1
1350 R=R+1
1360 CALL HCHAR(R,C,6)
1370 IF R=16 THEN 1380 ELSE 1330
1380 CALL HCHAR(13,5,32)
1390 CALL GCHAR(17,C,T)
1400 IF T=106 THEN 2950
1410 CALL SOUND(-50,C*30,0)
1420 PT=RN(RN(SK))
1430 IF PT>1 THEN 1450
1440 GOSUB 2450
1450 GOTO 1170
1460 STOP
1470 REM *** JUMP RIGHT ***
1480 CALL GCHAR(13,28,M)
1490 IF (M=32)+(6<115) THEN 1600
1500 CALL HCHAR(13,28,113)
1510 CALL SOUND(-50,2000,0)
1520 CALL HCHAR(R,C,116)
1530 CALL SOUND(-50,C*30,0)
1540 G=116
1550 CPS=CRS+1
1560 MS=STR$(CRS)&","
1570 Z=2
1580 V=27
1590 GOSUB 3760
1600 GOSUB 2180
1610 CALL HCHAR(P,C,32)
1620 C=C-1
1630 R=R+1
1640 CALL HCHAR(P,C,6)
1650 IF R=16 THEN 1390
1660 GOTO 1610
1670 STOP
1680 REM *** LEFT ***

```

```

1690 ON SK GOSUB 2720,2590,2590
1700 CALL GCHAR(P,C,6)
1710 CALL HCHAR(R,C,32)
1720 C=C-1
1730 P=P-1
1740 CALL HCHAR(R,C,6)
1750 IF C=7 THEN 1950
1760 IF (C=12)+(C=17)+(C=22) THEN
1770 ELSE 1710
1770 CALL HCHAR(P,C,32)
1780 C=C-1
1790 CALL HCHAR(R,C,6)
1800 GOSUB 2180
1810 CALL HCHAR(R,C,32)
1820 C=C-1
1830 P=P+1
1840 CALL HCHAR(P,C,6)
1850 IF R=16 THEN 1860 ELSE 1710
1860 CALL GCHAR(17,C,T)
1870 IF T=106 THEN 2950
1880 CALL SOUND(-50,C*30,0)
1890 PT=RN(RN(SK))
1900 IF PT>1 THEN 1920
1910 GOSUB 2450
1920 GOTO 1170
1930 STOP
1940 REM *** JUMP LEFT ***
1950 CALL HCHAR(P,C,32)
1960 CALL HCHAR(R-1,C-1,6)
1970 IF G=115 THEN 2050
1980 CALL HCHAR(13,5,114)
1990 CALL SOUND(-50,2000,0)
2000 G=115
2010 CALL HCHAR(P-1,C-1,6)
2020 CALL SOUND(-50,30*(C-1),0)
2030 GOSUB 2180
2040 CALL HCHAR(13,5,35)
2050 CALL HCHAR(R-1,C-1,32)
2060 CALL HCHAR(P,C,32)
2070 C=C+1
2080 R=R+1
2090 CALL HCHAR(R,C,6)
2100 IF R=16 THEN 2110 ELSE 2060
2110 CALL GCHAR(17,9,T)
2120 IF T=106 THEN 2950
2130 CALL SOUND(-50,C*30,0)
2140 GOSUB 2450
2150 GOTO 1170
2160 STOP
2170 REM *** DIP TURTLES ***
2180 RF=RN(5)
2190 ON SK GOTO 2350,2280,2200
2200 CALL GCHAR(19,F,T)
2210 IF T=111 THEN 2280
2220 IF (RF=2)+(RF=3) THEN 2230 ELSE 2280

```

START

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```

2230 IF (F=7)+(F=12)+(F=17)+(F=
2) THEN 2240 ELSE 2280
2240 CALL HCHAR(17,F+2,106)
2250 CALL HCHAR(18,F+1,111)
2260 CALL SOUND(-50,C+20,0)
2270 F=5
2280 IF (PF=4)+(RF=1) THEN 2290 E
LSE 2340
2290 IF (FF=8)+(FF=13)+(FF=18)+(
FF=23) THEN 2300 ELSE 2340
2300 CALL HCHAR(17,FF+1,106)
2310 CALL HCHAR(19,FF-1,111)
2320 CALL SOUND(-50,C+20,0)
2330 FF=28
2340 IF RF=5 THEN 2380 ELSE 2430
2350 IF (RF=5)+(PF=3) THEN 2360 E
LSE 2430
2360 CALL GCHAR(19,F+1,T)
2370 IF T=111 THEN 2430
2380 IF (F=7)+(F=12)+(F=17)+(F=2
2) THEN 2390 ELSE 2430
2390 CALL HCHAR(17,F+2,106)
2400 CALL HCHAR(18,F+1,111)
2410 CALL SOUND(-50,C+20,0)
2420 F=5
2430 RETURN
2440 REM *** PEPPINT TURTLES **
*
2450 FOR I=9 TO 23 STEP 5
2460 CALL GCHAR(18,I,T)
2470 IF T=111 THEN 2500
2480 CALL HCHAR(18,I,106)
2490 CALL HCHAR(17,I+1,110)
2500 NEXT I
2510 FOR I=7 TO 22 STEP 5
2520 CALL GCHAR(19,I,T)
2530 IF T=111 THEN 2560
2540 CALL HCHAR(19,I,106)
2550 CALL HCHAR(17,I+2,110)
2560 NEXT I
2570 RETURN
2580 REM *** PRINT FISH ***
2590 FF=FF-1
2600 CALL GCHAR(19,FF-1,T)
2610 IF T=111 THEN 2670
2620 IF FF<7 THEN 2700
2630 CALL HCHAR(19,FF,106)
2640 CALL HCHAR(19,FF-1,109)
2650 CALL SOUND(-25,4000,0)
2660 GOTO 2720
2670 CALL HCHAR(19,FF,106)
2680 FF=28
2690 GOTO 2720
2700 FF=28
2710 CALL HCHAR(19,6,106)
2720 F=F+1
2730 CALL GCHAR(18,F+1,T)
2740 IF T=111 THEN 2800
2750 IF F=26 THEN 2830

```

```

2760 CALL HCHAR(18,F,106)
2770 CALL HCHAR(18,F+1,102)
2780 CALL SOUND(-25,4000,C)
2790 GOTO 2880
2800 CALL HCHAR(18,F,106)
2810 F=5
2820 GOTO 2880
2830 F=5
2840 CALL HCHAR(18,27,106)
2850 GOTO 2880
2860 CALL HCHAR(18,27,106)
2870 PEM *** PRINT COLLECTOR MA
N *** OF ERASE ***
2880 CM=RAN(3)
2890 IF CM=2 THEN 2920
2900 CALL HCHAR(13,28,32)
2910 RETURN
2920 CALL HCHAR(13,28,112)
2930 RETURN
2940 PEM *** SFLASH ***
2950 CALL HCHAR(R,C,117)
2960 CALL HCHAR(P+1,C,107)
2970 CALL SOUND(500,-5,0)
2990 CALL HCHAR(4,1,40,96)
3000 PM=PM(5)
3010 ON RM GOTO 3020,3040,3060,3
080,3100
3020 M$="(TIME<YOU<LEARNED TO<S
IM,?) "
3030 GOTO 3110
3040 M$="(((PLEASE<TRY<TO<STAY<D
RY((( "
3050 GOTO 3110
3060 M$="((TRYING<TO<WALK<ON<WAT
ER?(( "
3070 GOTO 3110
3080 M$="((JUMP<ON<(TURTLES<NOT<F
ISH?(( "
3090 GOTO 3110
3100 M$="(YOU<HAVE<NO<TIME<TO<PA
DDLE(( "
3110 Z=4
3120 V=1
3130 GOSUB 3770
3140 M$="LIKE<TO<PLAY<AGAIN, "
3150 Z=5
3160 V=5
3170 GOSUB 3770
3180 M$="PRESS<Y<OR<N"
3190 Z=6
3200 V=9
3210 GOSUB 3770
3220 CALL KEY(0,K,S)
3230 IF S=0 THEN 3220
3240 IF K=78 THEN 4110
3250 IF K=89 THEN 3260 ELSE 3220
3260 CALL HCHAR(6,1,32,32)
3270 M$="(((CHANGE<SKILL<LEVEL
?((( "
3280 Z=4

```

```

3290 V=1
3300 GOSUB 3770
3310 M$="(((((PRESS (L)OR(R)
3320 Z=5
3330 V=1
3340 GOSUB 3770
3350 CALL KEY(O,K,S)
3360 IF S=0 THEN 3350
3370 IF K=78 THEN 3470
3380 IF K=89 THEN 3390 ELSE 3350
3390 M$="(((((PRESS LEVEL 1 (L)OR
3400 Z=5
3410 V=1
3420 GOSUB 3770
3430 CALL KEY(O,K,S)
3440 IF S=0 THEN 3430
3450 IF (K>48)*(K<52) THEN 3460 E
LSE 3430
3460 S$=S-48
3490 CALL HCHAR(4,1,32,96)
3490 FOR I=9 TO 24 STEP 5
3500 CALL HCHAR(17,1,110)
3510 CALL HCHAR(16,1,32)
3520 CALL HCHAR(18,1,106)
3530 CALL HCHAR(19,1,2,106)
3540 NEXT I
3550 CALL HCHAR(18,F+1,106)
3560 CALL HCHAR(19,FF-1,106)
3570 M$="LEVEL="%$TP$(SK)
3580 Z=23
3590 V=4
3600 GOSUB 3770
3610 IF M$>CPS THEN 3630
3620 M$=CR$
3630 CR$=0
3640 M$=STR$(CPS)+$(C)
3650 Z=2
3660 V=27
3670 GOSUB 3770
3680 M$="HI SCORE="%$STR$(M$)
3690 Z=23
3700 V=18
3710 GOSUB 3770
3720 F=5
3730 FF=28
3740 GOTO 970
3750 STOP
3760 REM *** PRINT AT ***
3770 FOR LOS=1 TO LEN(M$)
3780 CODE=ASC(SEG$(M$,LOS,1))
3790 CALL HCHAR(Z,V+LOS,CODE)
3800 NEXT LOS
3810 RETURN
3820 REM *** INSTRUCTIONS ***
3830 CALL CLEAR
3840 PRINT " YOU HAVE BEEN CHO

```

```

SEN TO": "CARRY PARCELS ACROSS R
IVER": "THAT HAPPENS TO BE FUL
L OF":
3850 PRINT TAB(11): "TURTLES.":
THE TURTLES PROVIDE YOU WITH:
THE ONLY MEANS OF CROSSING":
3860 PRINT "THE RIVER YOU MUST J
UMP FROM": " ONE TO ANOTHE
R.": "PRESS ANY KEY TO CONTIN
UE.":
3870 CALL KEY(O,I,S)
3880 IF S=1 THEN 3890 ELSE 3870
3890 PRINT " HOWEVER, THE TURTLE
S JUST": "MIGHT DECIDE TO DIVE
FOR": "FOOD, SO BE CAREFUL NOT
TO":
3900 PRINT " GET YOUR FEET W
ET": "ONCE YOU START YOUR TASK
": "YOU CAN NOT REACH DRY LAND"
:
3910 PRINT " AGAIN, YOU MUST PA
SS THE": "PARCEL TO YOUR FRIEND
ON THE": "OTHER BANK WHO MAY OP
MAY":
3920 PRINT "NOT BE WAITING FOR
OU, THEN": "GO BACK FOR THE NEXT
PARCEL":
3930 PRINT " PRESS ANY KEY TO CO
NTINUE.":
3940 CALL KEY(O,I,S)
3950 IF S=1 THEN 3960 ELSE 3940
3960 PRINT "YOUR NUMBER OF CROSS
INGS IS": "SHOWN CONSTANTLY AND
THESE": "IS A HIGH-SCORE FEATUR
E PLUS":
3970 PRINT " THE CHANCE TO CHAN
GE YOUR": "SKILL LEVEL AT THE
END OF": "EACH GAME.":
3980 PRINT "USE THE ""S""&""D""
KEYS TO MOVE": "LEFT OR
RIGHT.":
3990 PRINT "THERE ARE THREE SKIL
L LEVELS": "1": TAB(20): "EASY":
" 2": TAB(20): "HAPDER":
4000 PRINT " 3": TAB(20): "HAPDES
T": "PRESS ANY KEY TO CONTINUE.
":
4010 CALL KEY(O,I,S)
4020 IF S=1 THEN 4030 ELSE 4010
4030 CALL CLEAR
4040 PRINT " PLEASE GIVE YO
UR":
4050 INPUT " SKILL LEVEL 1,2,
OR 3 " :SK
4060 IF (SK<3)+(SK>1) THEN 4040
4070 F=5
4080 FF=28
4090 CR$=0
4100 GOTO 80
4110 END

```

TASK BATTLE
Group members take turns reading the text and discussing the questions.

BARON
Could you
A Baron? Pair
million words
memorizing app
WAS? Years
divided

HOUSE OF BUGS

LAS VEGAS
 About Machine Wash
 The machine washes the
 true denim

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Two challenging adventures
in S&W or ES&S
your position
a large

MONOPOLY
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and game with a com
Hanging Man
of Tycoon

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CHALLENGE
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 lunches and sub...
 needed to beat this f...
 MACQUE...
 STEUBEN...
 ...

[illegible]

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Spectrum 16K/48K

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by Simon Mansfield
Machine: ZX81/16K
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TANK BATTLE by Tony
Frampton. Machine: T1991
4A, extended basic


BARON by Simon
Mansfield. Machine: ZXS
16K/Spectrum. 48K

CHALLENGE by
Street: Machine:
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4A-attended basis.

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... Machine
... 16K

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n. Machine: VIC20
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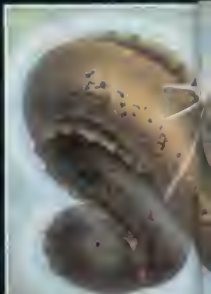
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...eds! ...
...among the umless...
...deedly sections of...
...is a multitude of hidden!

...never seen...
...routine.

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...mass...

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STAR

"Captain, we are picking up enemy ships on the starboard scanner. They are in battle formation and heading this way!"

How would you cope with becoming captain of the Starship Enterprise? Would you be able to holdy on in search of nasty Klingons and blast them beyond the final frontier?

The Klingon menace has finally invaded the Dragon — and to cope with the alien attack the micro has summoned Captain James T. Kirk and his crew. They have to travel the Dragon sector of the galaxy destroying Klingons wherever they find them. You have access to all the Enterprise controls. Warp drive is there to power you on your quest as are the photon torpedoes and phasers — ready to deal death and destruction to the alien hordes. Just in case the Klingons have the nerve to fire back at you your ship is protected by energy shields. Should you run low on energy you can stack up at a friendly starbase.

There are three levels of difficulty, from beginner to expert, and comprehensive instructions are printed in the program.



BY PAUL JACKSON AND JON HUNT

```

10 ***STAR TREK BY P. JACKSON***
20 ***** J. R. HUNT*****
30 DIM W(0,44)
40 CLS PRINT:192,"DO YOU WANT INSTRUCTIONS : /N INPUT 1: IF 1$="" THEN 3040
50 CLS PRINT:"ENTER LEVEL OF DIFFICULTY"
60 PRINT"/1: BEGINNER" PRINT"/2: INTERMEDIATE" PRINT"/3: EXPERT"
70 INPUT L$
80 IF L$="" THEN 70 ELSE LD=ASC(L$)-49
90 IF LD<1 OR LD>3 THEN 70
100 IF LD=1 THEN KN=5:KF=9
110 IF LD=2 THEN KN=14:KF=8
120 IF LD=3 THEN KN=20:KF=5
130 GOSUB 1390
140 IF LD=1 THEN 150 ELSE 290
150 PMODE4:SCREEN1,1 PCLS:COLOR0,5
160 LINE199,29)-(200,30):PSET DRAW E$
170 DRAW"BM=110,+6,R4L4U3R4L4U3R4BM+4,+6U6DF4DU6BM+6 +6U6L2R4BM+4,+6P4L4U3R4L4U
24BM+4 +6"
180 DRAW"U6R3FDGL3RF3BM+4,+6U6R3FDGL3BM+8,+3U6R3FDGL3RF3BM+6 +6R2LU6LR2BM+4 +6
190 DRAW"BM+2 -1FR2EH4ER2FBM+4,+6R4L4U3R4L4U3R4BM+8,+6P6H3F3G3
200 LINE(50,140)-(51,140):PSET DRAW K$
210 DRAW"BM+12,+1S4R6L6E3G3F3BM+6,+6U6BM+0,+3R3G3F3BM+4 +6R4L4U6BM+8 +6
220 DRAW"BM+2 +6R2LU6LR2BM+4 +6U6DF4DU6BM+5,+6R2EULRDGL2HU4ER2FBM+4,+5
230 DRAW"BM+1,+6P2EU4HL2GD4FBM+7,+6U6DF4DU5
240 DRAW SB$ PRINT/134,110>:0,0
250 DRAW"S4, BM+22,+2F6L6E3G3F3H3R6BM+12,+1FR2EH4ER2FBM+4 +5
260 DRAW"BM+2,+6U6L2R4BM+4 +6U6R2FD5U3L4BM+3 +3U6R3FDGL3RF3BM+4,+6
270 DRAW"BM=34,+6U6R3FDGFDGL3U3R3BM+5 +3U6R2FD5U3L4BM+8 +3BM+0,-1FP2EH4ER2FBM+4
+5R4L4U3R4L4U3R4
280 FOR JH=1 TO 400:NEXT JH
290 POKE5495 0
300 PMODE3:SCREEN1,1 PCLS:COLORS 5
310 SE=RND(16):GOSUB 1700
320 S=RND(SH)
330 FOR SS=1 TO S
340 M=RND(180):N=RND(175)
350 LINE(M,N)-(M+2,N+2):PSET
360 DRAW STARS
370 NEXT SS

```

TREK

Variables:

A: Inkeyed commands.

K: number of Klingons.

X,Y: 'X','Y' co-ordinates for the Enterprise.

PJ,JP: 'X','Y' co-ordinates for Klingons.

S: number of atars.

SS: current status.

SB\$: star base.

ES: Enterprise.

KS: Klingon.

Star\$: star.

Tu\$: congratulation tune.

RUNS ON A DRAGON IN 32K

```

30 IF A=1 OR A=2 THEN 30=1 DRAW SB$ PRINT(134 110)
40 Z=1 X=8 Y=0 Y=200 Y=100
50 LINE(199 99)-(200 100),PRESET DRAW ES
60 GET(196 96)-(220 115) W
70 A=1 A=INKEY$ IF A= " " THEN A=ASC(A$) SOUND 1
80 IF PO=0 AND A= "S" AND A$ " " THEN CLS PRINT(196 "ALL
90 GOSUB 1750:GOSUB 1750
100 IF PO=0 THEN PO=0
110 IF A=3 AND IO= "I" THEN GOSUB 1000
120 IF A=9 AND IO= "I" THEN GOSUB 1120
130 IF A=94 AND IO= "I" THEN GOSUB 1160
140 IF A=10 AND IO= "I" THEN GOSUB 1280
150 IF A=7 AND A=11 AND IO= "I" OR A=54 AND IO= "I" THEN CLS PRINT(196 "IMPULSE
160 IF A=82 THEN GOSUB 1240
170 IF A=83 AND IO= "I" THEN GOSUB 1800
180 IF A=83 AND IO= "I" THEN CLS PRINT(196 "SHIELD CONTROL INOPERATIVE" GOSUB 17
190 GOSUB 1750
200 IF A=88 THEN GOSUB 340
210 IF A=87 THEN GOSUB 1460
220 IF A=85 THEN GOTO 3030
230 IF A=84 THEN GOSUB 1970
240 IF K=1 THEN LINE(PJ,JP)-(PJ+2 JP ,PRESET DRAW"C7"+Y$
250 PUT(X-4,Y-4)-(Y+20,Y+15),U
260 PO=PO-1
270 IF NK=0 THEN 3000
280 IF SB=1 THEN DRAW SB$ PRINT(134 110) A 2
290 IF PO=900 AND OO=0 THEN "S PRINT(192 "ENERGY IN MAIN BANKS CRITICAL"
300 PRINT(201 "DOCKING TOP PRIORITY!!" DO=1 GOSUB 1750 GOSUB 1750
310 IF F=1 AND RND(KF)=2 AND O$="DO,VED" AND K>0 THEN 650
320 IF V=1 AND S$ "DOCKED" THEN B$="RED"
330 GOTO 780
340 IF V=1 AND SH<200 AND SW=0 THEN LS PRINT(196 "SHIELDS DANGEROUSLY LOW" GO
350 GOSUB 1750 GOSUB 1750 GOTO 420
360 YD=(PJ+JP 2
370 ED= (Y+Y)/2
380 IF ED=KD THEN DI=(X+Y+PJ+JP)/4
390 IF ED=KD THEN DI=ED-KD ELSE DI=K-ED

```

RIVER RAID

A FIGHT TO THE FINISH ON THE RIVER OF NO RETURN.

YOUR MISSION:

Destroy enemy bridges and fuel dumps along a narrow, heavily-fortified river canyon. But beware of enemy attackers: ships, choppers and jet fighters in wave after deadly wave. Keep low, keep cool, keep firing, and maybe you'll survive. River Raid™ by Activision™, the most challenging battle adventure game ever for the Atari® Video Computer System™.

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Carol Bross designed



ACTIVISION
WE PUT YOU IN THE GAME.


```

710 HE=INT(KE/DI)*4:SN=SH-HE
720 IF HE<0 THEN 750
730 CLS:PRINT@36,HE:" UNIT HIT ON ENTERPRISE"
740 GOSUB 1760
750 IF HE>200 THEN ID$="I":IF ID$="I" AND ZZ=1 THEN CLS:PRINT@192,"IMPULSE DRIVE
IS INOPERATIVE DUE TO ENEMY FIRE":GOSUB 1750:ZZ=0
760 IF HE>250 AND XX=0 THEN SI$="I" XX=1:IF XX=1 THEN PRINT@192,"SHIELD CONTROL I
NOPERATIVE DUE TO ENEMY FIRE":GOSUB 1750
770 IF SH<0 THEN 1770
780 GOSUB 1750
790 IF PO<0 AND SH<0 AND CC=0 THEN CLS:PRINT"POWER IN MAIN BANKS EXHAUSTED,"PRI
NT"POWER MUST BE DIVERTED FROM SHIELDS":GOSUB 1760 GOSUB 1750:CC=1
800 IF PO<0 AND SH<0 THEN GOSUB 1720
810 IF DT=0 AND PPOINT(X,Y)=9 AND SE=2 OR DT=0 AND PPOINT(X,Y)=8 AND SE=10 THE
H CLS DT=1:PRINT@200,"DOCKING COMPLETE" PLAY"T255:ABFGABFG0A":S$="DOCKED":GOSU
B 1750:GOSUB 2990
820 DV=PPOINT(X,Y):IF DV<0 THEN DT=0 IF DV<0 AND K=0 THEN S$="GREEN" ELSE S$="
RED"
830 GOTO 420
840 IF A=0 AND K=0 THEN CLS:PPOINT@190,"NOT A BATTLE AREA":GOSUB 1760:GOSUB 1750:
RETURN
850 IF S$="DOCKED" THEN CLS:PRINT@193,"PHASERS INOPERABLE WHEN DOCKED":GOSUB 176
0:GOSUB 1750:RETURN
860 CLS:PRINT@9,"PHASER CONTROL"
870 PRINT@64,"WHAT PHASER POWER TYPE 1 TO 9",
880 INPUT Z$ IF Z$="" THEN 880
890 ZX=ASC(Z$)-48
900 IF ZX<1 THEN 880
910 IF ZX>9 THEN 880
920 EU=ZX*50
930 IF PO<EU THEN PRINT@192,"INSUFFICIENT POWER IN MAIN BANKS" GOSUB 1760 GOSUB
1750 RETURN
940 PO=PO-EU
950 KD=(PJ+JP)/2
960 ED=(X+Y)/2
970 IF KD=ED THEN DI=(X+Y+PJ+JP)/4
980 IF KD<ED THEN DI=KD-ED ELSE DI=ED-KD
990 NE=INT(EU/DI)*3 KE=KE-NE
1000 IF HE<10 THEN PRINT@132,"ENTERPRISE OUT OF RANGE":GOSUB 1760 GOTO 1060
1010 GOSUB 1750
1020 LINE(X-1,Y)-(PJ+5 JP),PSET SOUND 255:10:LINE(N-1,Y)-(PJ+5 JP) PRESET
1030 IF KE<0 THEN GOSUB 2900
1040 IF KE>0 THEN PRINT@130,HE," UNIT HIT ON KLINGON":GOSUB 1760
1050 IF KE<0 THEN PLAY TUB:K=0:NK=NK-1:LINE-(PJ,JP),PRESET
1060 GOSUB 1750
1070 RETURN
1080 IF X<12 THEN RETURN ELSE X=X-1:PUT(X-4,Y-4)-(X+20,Y+9),W
1090 IF PO<0 THEN RETURN
1100 PO=PO-2
1110 IF INKEY$="N" THEN RETURN ELSE 1080
1120 IF X>=225 THEN RETURN ELSE X=X+1:PUT(X-4,Y-4)-(X+20,Y+9),W
1130 IF PO<0 THEN RETURN
1140 PO=PO-2
1150 IF INKEY$="H" THEN RETURN ELSE 1120
1160 IF Y<8 THEN RETURN ELSE Y=Y-1:PUT(X-4,Y-4)-(X+20,Y+9),W
1170 IF PO<0 THEN RETURN
1180 PO=PO-2
1190 IF INKEY$="N" THEN RETURN ELSE 1160
1200 IF Y>=170 THEN RETURN ELSE Y=Y+1:PUT(X-4,Y-4)-(X+20,Y+9),W
1210 IF PO<0 THEN RETURN
1220 PO=PO-2
1230 IF INKEY$="H" THEN RETURN ELSE 1200
1240 CLS
1250 IF K=0 AND S$<>"DOCKED" THEN S$="GREEN"
1260 IF K=1 AND S$<>"DOCKED" THEN S$="RED"
1270 PRINT@440,"STATUS-",S$:PRINT
1280 PRINT"KLINGONS IN CURRENT SECTOR-",K
1290 PRINT PRINT"STAR BASES IN CURRENT SECTOR-",S0
1300 PRINT"ENERGY UNITS IN SHIELDS-",SN
1310 PRINT PRINT"POWER IN MAIN BANKS-",PO
1320 PRINT PRINT"CURRENT SECTOR-",SE
1330 PRINT PRINT"PHOTON TORPEDOS-",T
1340 PRINT PRINT"KLINGONS IN THE GALAXY-",NK
1350 PRINT@480,"PRESS A KEY TO CONTINUE",

```

```

1060 IF INKEY$="" THEN 1950 ELSE RMODE3 SCREEN1,1 RETURN
1370 PMODE3 SCREEN1,1 RETURN
1380 START$="S1,C6,E6F6G6H6I2L6U6D12"
1390 SE$="BH128,110,C8,56 D2L4U4R4D2R3U2R14D5U2L14D2U3BR14R4U2R4D4L4U2L4U2L7U3L3
E3F3L3"
1400 ES$="S4,C6,R4L2F3L2D2R6U2L2E2R3L6"
1410 TS$="T9,L8,V21,03GFED04C03GFED04C03GFED"
1420 SH=900 PO=10000 T=12
1430 NK=RND(KN)+10
1440 KS$="S5,L5F9E3D1P5U1L5R5D3R6U3L6"
1450 RETURN
1460 IF SS$="DOCKED" THEN CLS PRINT@196,"CANNOT WARP OUT OF DOCK" GOSUB 1760 GOS
UB 1750 RETURN
1470 CLS PRINT@6,"WARP ENGINE CONTROL"
1480 PRINT PRINT "PLEASE ENTER DIRECTION"
1490 PRINT PRINT "1<->2",
1500 LN=SE
1510 OP=PO
1520 INPUT DR$
1530 IF DR$="" THEN 1520
1540 DR=ASC(DR$)-48
1550 IF DR<1 OR DR>2 THEN 1520
1560 PRINT INPUT "WARP FACTOR 1 TO 16";WF
1570 IF WF>16 OR WF<1 THEN GOTO 1560
1580 IF DR=1 THEN SE=SE-WF
1590 IF DR=2 THEN SE=SE+WF
1600 IF SE<1 OR SE>16 THEN PRINT PRINT "INACURATE CALCULATION" GOSUB 1760 SE=LN G
OTO 1470
1610 IF SE>16 THEN SE=16
1620 FOR ZX=1 TO WF
1630 IF PO<200 THEN PRINT "ENERGY IN MAIN BANKS TOO LOW TO ESTABLISH FACTOR"
NF SE=LN PO=OP GOSUB 1760 GOSUB 1750 RETURN
1640 PO=PO-100
1650 CLS PRINT@5,"WARPING AT FACTOR ",WF
1660 NEXT ZX
1670 V=1 FOR BG=1 TO 200 STEP 5 SOUND BG,1 NEXT BG
1680 IF ID$="I" THEN PRINT@192,"IMPULSE DRIVE REPAIRED IN FLIGHT" ID$="J" ZZ=1
1690 IF SI$="I" THEN PRINT "SHIELD CONTROL REPAIRED IN", "FLIGHT" XX=1 SI$="K"
1700 GOTO 1920
1710 GOSUB 1750 RETURN
1720 CLS PRINT "ENERGY BANKS EXHAUSTED"
1730 PRINT@64,"ENTERPRISE DEAD IN SPACE"
1740 GOTO 3280
1750 FOR A=1 TO 1100 NEXT A PMODE3 SCREEN1,1 RETURN
1760 ZX=RND(100)+50 FOR JH=1 TO 7 SOUND ZX,1 NEXT JH RETURN
1770 CLS
1780 PRINT "ENTERPRISE DESTROYED" PRINT "ALL HUMAN LIFE IN THE GALAXY" PRINT "HAS B
EEN WIPED OUT" PRINT "YOU HAVE LOST"
1790 GOTO 3280
1800 CLS PRINT@9,"SHIELD CONTROL"
1810 PRINT PRINT "ENERGY UNITS TIMES 100 TYPE 0 TO 9",
1820 INPUT Z$ IF Z$="" THEN 1820
1830 ZY=ASC(Z$)-48
1840 IF ZY<0 THEN 1820
1850 IF ZY>9 THEN 1820
1860 B=ZY+100
1870 IF PO+SH-B<0 THEN 1810
1880 PO=PO+SH-B
1890 PRINT PRINT@9," ENERGY UNITS TO SHIELDS"
1900 SH=B
1910 GOSUB 1750 RETURN
1920 KE=RND(250)+150 SB=0 SN=RND(14) K=RND(2) IF K=2 THEN K=0 ELSE K=1
1930 PCLS
1940 PJ=RND(200) JP=RND(100)
1950 IF PJ>125 AND PJ<145 THEN 1940
1960 GOSUB 1750 GOTO 3280
1970 IF K<>1 THEN CLS PRINT@195,"NOT A BATTLE AREA" GOSUB 1760 GOSUB 1750 RETURN
1980 IF T<=0 THEN CLS PRINT@193,"OUT OF TORPEDOS" GOSUB 1760 GOSUB 1750 RETURN
1990 IF K=1 AND ES$="DOCKED" THEN CLS PRINT@192,"TORPEDOES INOPERABLE WHEN DOCKED"
GOSUB 1760 GOSUB 1750 RETURN
2000 CLS PRINT@4,"PHOTON TORREDO CONTROL"
2010 PRINT PRINT "ENTER DIRECTION"
2020 PRINT PRINT "1 2 3"

```

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```

2030 PRINTCHR$(143)+CHR$(92)+CHR$(59)+CHR$(47)
2040 PRINT"4-+-5"
2050 PRINTCHR$(143)+CHR$(47)+CHR$(58)+CHR$(92)
2060 PRINT"6 7 8"
2070 INPUT DR$
2080 IF DR$="" THEN 2070
2090 DR=ASC(DR$)-48
2100 ON DR GOSUB 2120,2210,2300,2390,2480,2570,2660,2750
2110 RETURN
2120 PMODE3:SCREEN1,1
2130 V=X-1 W=Y
2140 PSET(V,W)
2150 V=V-1 W=W-1
2160 GOSUB 2850
2170 IF W<5 OR V<5 THEN T=T-1 PRESET(V,W) RETURN
2180 PSET(V,W)
2190 PRESET(V+1,W+1)
2200 GOTO 2150
2210 PMODE3:SCREEN1,1
2220 V=X-1 W=Y-1
2230 PSET(V,W)
2240 W=W-1

```

```

2250 GOSUB 2850
2260 IF W<5 THEN T=T-1 RETURN
2270 PSET(V,W)
2280 PRESET(V,W+1)
2290 GOTO2240
2300 PMODE3:SCREEN1,1
2310 V=X-1 W=Y
2320 PSET(V,W)
2330 V=V+1 W=W-1
2340 GOSUB 2850
2350 IF W<5 THEN T=T-1 RETURN
2360 PSET(V,W)
2370 PRESET(V,W+1)
2380 GOTO2330
2390 PMODE3:SCREEN1,1
2400 V=X-1 W=Y
2410 PSET(V,W)
2420 V=V-1
2430 GOSUB 2850
2440 IF V<5 THEN T=T-1 RETURN
2450 PSET(V,W)
2460 PRESET(V+1,W)
2470 GOTO 2420
2480 PMODE3:SCREEN1,1
2490 V=X W=Y-2
2500 PSET(V,W)
2510 V=V+1

```

```

2520 GOSUB 2850
2530 IF V>242 THEN T=T-1 RETURN
2540 PSET(V,W)
2550 PRESET(V-1,W)
2560 GOTO2510
2570 PMODE3:SCREEN1,1
2580 V=X-1 W=Y+1
2590 PSET(V,W)
2600 V=V-1 W=W+1
2610 GOSUB 2850
2620 IF W>184 OR V<2 THEN T=T-1 RETURN
2630 PSET(V,W)
2640 PRESET(V+1,W-1)
2650 GOTO2600
2660 PMODE3:SCREEN1,1
2670 V=X-1 W=Y+1
2680 PSET(V,W)
2690 W=W+1
2700 GOSUB 2850
2710 IF W>184 THEN T=T-1 RETURN
2720 PSET(V,W)
2730 PRESET(V,W-1)
2740 GOTO2690
2750 PMODE3:SCREEN1,1
2760 V=X-2 W=Y+2

```



```

2770 PSET(V,W)
2780 V=V+1:W=W+1
2790 GOSUB 2850
2800 IF W>184 THEN T=T-1:RETURN
2810 PSET(V,W)
2820 PRESET(V-1,W-1)
2830 GOTO2780
2840 GOSUB 2850
2850 IF PPOINT(V,W)=7 THEN 2880
2860 IF PPOINT(V,W-2)=8 AND S8=1 THEN CLS:PRINT@192,"STAR BASE DESTROYED." PRINT
YOU ARE RELIEVED OF COMMAND.",,"TRAITOR!" POKE65494,0:END
2870 RETURN
2880 GOSUB 2900
2890 GOTO 2970
2900 FOR CB=1 TO 12
2910 CIRCLE(PJ+6,JP+2),CB,7
2920 NEXT CB
2930 FOR CB=12 TO 1 STEP -1
2940 CIRCLE(PJ+6,JP+2),CB,5
2950 NEXT CB
2960 RETURN
2970 PLAY T#
2980 K=0:NK=HK-1:S="GREEN" GOSUB 1750:T=T-1:GOTO420
2990 IF S="DOCKED" THEN PO=10000:T=12:DT=I:S=900:QD=0:CC=0:RETURN
3000 CLS:PRINT:PRINT"CONGRATULATIONS!" PRINT:PRINT"ALL KLINGONS DESTROYED" PRINT
PRINT"YOU HAVE SAVED THE FEDERATION." PRINT:PRINT"AND THE GALAXY!!!"
3010 PRINT:PRINT:PRINT"ANOTHER COMMAND (Y/N)"
3020 INPUT C$:IF C$="Y" THEN QN=QN+1:RUN ELSE POKE65494,0:END
3030 CLS:PRINT:PRINT"SIGNATION ACCEPTED" GOTO 3010
3040 CLS:PRINT"YOU ARE THE NEW COMMANDER OF THE STARSHIP ENTERPRISE." PRINT"YOUR
MISSION IS TO SEEK OUT AND DESTROY ALL KLINGONS."
3050 PRINT:PRINT"TO HELP YOU, YOU HAVE AN" PRINT"IMPRESSIVE ARRAY OF CONTROLS AT
YOUR DISPOSAL."
3060 PRINT:PRINT"TO PROTECT YOURSELF YOU MAY USE THE SHIELD CONTROL (PRESS 'S').
IT'S POWER DIMINISHES DUE TO ENEMY FIRE."
3070 PRINT:INPUT"PRESS ENTER",K$:CLS
3080 PRINT"TO DESTROY THE ENEMY YOU HAVE TWO TYPES OF WEAPON." PRINT:PRINT"PHAS
SERS (PRESS 'P') WHICH DRAIN THE ENEMIES POWER ACCORDING TO THE ENERGY UNITS US
ED AND THE DISTANCE."
3090 PRINT"PHOTON TORPEDOES (PRESS 'T') WHICH YOU MUST ENTER THE CORRECT DIREC
TION."
3100 PRINT"I 2 3"
3110 PRINTCHR$(143)+CHR$(92)+CHR$(58)+CHR$(47)
3120 PRINT"4-5-6"
3130 PRINTCHR$(143)+CHR$(47)+CHR$(58)+CHR$(92)
3140 PRINT"6 7 8"
3150 INPUT"PRESS ENTER":Q:CLS
3160 PRINT"THE KLINGONS ARE MOBILE IN THE GALAXY WHICH MEANS YOU MUST FIND THEM
BEFORE YOU CAN DESTROY THEM"
3170 PRINT"TO MOVE THROUGH THE GALAXY YOU MUST USE THE WARP DRIVE CONTROL (PRES
S 'W'). YOU MUST FIRST ENTER THE DIRECTION (1-LEFT, 2-RIGHT)
3180 PRINT"TO DETERMINE YOUR DIRECTION YOU MUST KNOW WHERE YOU ARE IN THE GALAX
Y, WHICH IS SET OUT AS FOLLOWS."
3190 PRINT:PRINT"/1/2/3/4/5/6/7/8/9/10/11/12/13/~/14/15/16/"
3200 PRINT"PRESS ENTER":INPUT Q:CLS
3210 PRINT"YOU MUST THEN ENTER A WARP FACTOR WHICH IS ESTABLISHED BY SUBTR
ACTING YOUR CURRENT SECTOR NUMBER FROM THAT OF YOUR INTENDED ONE OR VICE
VERSA."
3220 PRINT:PRINT"TO MANOEUVRE THE ENTERPRISE AROUND YOUR CURRENT SECTOR YOU
MUST USE THE IMPULSE DRIVE (PRESS APOW KEYS AND 'N' TO HALT).
3230 PRINT:PRINT"YOU MAY THEN WANT A REPORT OF YOUR CURRENT SECTOR (PRESS 'R').
"
3240 PRINT:INPUT"PRESS ENTER":Q:CLS
3250 PRINT"DURING YOUR MISSION YOU WILL PROBABLY RUN OUT OF TORPEDOES OR YO
UR ENERGY UNITS MAY BECOME LOW. TO REPLENISH THESE YOU CAN DOCK WITH A STAR BASE
IN SECTOR TWO AND TEN."
3260 PRINT"TO DOCK YOU SIMPLY MANOEUVRE THE ENTERPRISE INTO THE LARGE COLOU
RED AREA OF THE BASE." PRINT:PRINT"YOU MAY RESIGN AT ANY TIME BY PRESSING 'X'."
"
3270 PRINT:INPUT"PRESS ENTER TO START":Q:GOTO50
3280 IF LD=2 THEN PRINT"PERHAPS YOU SHOULD GO BACK TO BEING A BEGINNER"
3290 IF LD=3 THEN PRINT"PERHAPS YOU ARE NOT SUCH AN EXPERT AS YOU THINK!"
3300 GOTO3010

```

```

10 REM caterpillar (c) Paul Newell
20 REM March 20th 1983
30 TX=0:SY=0
40 GOTO 890
50 MODE 2
60 VDU 23:8282:M:0:0:0
70 VDU 23,240,153,90,24,219,90,219,90,219
80 VDU 23,241,6,24,126,223,191,191,223,126
90 VDU 23,242,60,126,255,255,24,24,24,24
100 VDU 23,243,0,0,0,15,63,127,255,255
110 VDU 23,244,0,0,0,0,224,240,240,240
120 VDU 23,245,7,7,7,7,0,0,0
130 VDU 23,246,8,28,28,107,127,107,8,28
140 VDU 23,247,128,112,240,252,254,126,31,7
150 VDU 23,248,133,201,113,49,119,30,4,4
160 VDU 23,249,0,24,44,94,94,191,191,255
170 VDU 23,250,0,255,126,60,7,0,0,0
180 VDU 5
190 XZ=500:YZ=300
200 TIME=0
210 REPEAT
220 SOUND=15,4,0,9
230 PROCDEFPILLAR
240 PROCDEFCATERPILLAR
250 SX=247:CX=1

```

```

260 IF TIME<1000 AND TIME<1500 THEN PROCFRUIT(0X,CX)
270 DX=240:EX=7
280 IF TIME<3000 AND TIME<3500 THEN PROCFRUIT(0X,EX)
290 FX=242:GX=2
300 IF TIME<3500 AND TIME<4500 THEN PROCFRUIT(FX,GX)
310 HX=246:IX=5
320 IF TIME<5000 AND TIME<5500 THEN PROCFRUIT(HX,IX)
330 JX=241:KX=6
340 IF TIME<5500 AND TIME<7000 THEN PROCFRUIT(JX,KX)
350 IF RAND(100)=1 THEN PROCACORN
360 PROCDEFCHECKHIT
370 UNTIL TIME<7500:GOTO 200
380 DEFPROCDEFPILLAR
390 MOVE XZ,YZ
400 BCOL=6
410 VDU 240
420 AZ=INKEY(-90)
430 IF AZ=-1 AND XZ<200 THEN XZ=XZ-8:VDU 127
440 AZ=INKEY(102)
450 IF AZ=-1 AND XZ<1000 THEN XZ=XZ+8:VDU 127
460 MOVE XZ,YZ:VDU 240
470 ENDFRUC
480 DEFPROCDEFCATERPILLAR
490 VDU 4
500 LX=RND(17)
510 COLOUR 2
520 PRINTAB(LX,1):CHR$(124):CHR$(124)
530 COLOUR 3
540 PRINTAB(LX,2):CHR$(124)

```

```

550 VDU 10:VDU 11
560 VDU 5
570 DEFPROCDEFCATERPILLAR
580 SOUND=15,20,1
590 VDU 4
600 COLOUR 10
610 PRINTAB(RND(20)+1):CHR$(124)
620 VDU 5
630 VDU 5
640 ENDFRUC
650 DEFPROCACORN
660 VDU 4
670 DX=RND(10)
680 COLOUR 11
690 PRINTAB(0X,1):CHR$(129)
700 COLOUR 10
710 PRINTAB(0X,2):CHR$(129)
720 VDU 5
730 ENDFRUC
740 DEFPROCDEFCHECKHIT

```

Clarence the caterpillar is always on the look out for a quick snack to speed him on his way to butterflyhood. You guide him through the mushroom patch, picking up points as Clarence munches on leaves, twigs, flowers, apples and acorns. But beware this is a very addictive game, you'll want to keep playing until you've collected that high score! The controls are extremely simple — just use the Z and M keys to move left and right through the maze of mushrooms. Full instructions are included in the program. Happy munching!

Caterpillar

```

50 IF POINT(X*32,Y*1)=1 THEN SOUND1,-15,5,5:5X=5X+5
70 IF POINT(X*32,Y*1)=7 THEN SOUND1,-15,15,5:5X=5X+10
70 IF POINT(X*32,Y*1)=5 THEN SOUND1,-15,25,5:5X=5X+15
70 IF POINT(X*32,Y*1)=6 THEN SOUND1,-15,35,5:5X=5X+20
70 IF POINT(X*32,Y*1)=11 THEN SOUND1,-15,100,5:5X=5X+50
800 IF POINT(X*32,Y*1)=2 THEN PROCRAH
810 ENDPROC
820 DEFPROCRAH
830 FOR FX=-15 TO -1
840 SOUND0,PX,4,1
850 NEXT PX
860 *FX15,0
870 IF 5X>TX THEN TX=5X
880 G=GET#
890 CLS: CLEAR
900 HOME 7

```

```

910 PRINTAB(12,2);CHR$(129);CHR$(141);"CATERPILLAR"
920 PRINTAB(12,3);CHR$(129);CHR$(141);"CATERPILLAR"
930 PRINTAB(2,6);CHR$(130);"Guide the caterpillar through the"
940 PRINTAB(1,7);CHR$(130);"mushroom patch.You start in autumn and"
950 PRINTAB(1,8);CHR$(130);"work your way through the 4 seasons"
960 PRINTAB(1,9);CHR$(130);"you score points by eating the food"
970 PRINTAB(1,10);CHR$(130);"on the way"
980 PRINTAB(5,12);CHR$(131);"leaves.....5 points"
990 PRINTAB(5,13);CHR$(131);"twigs....10 points"
1000 PRINTAB(5,14);CHR$(131);"flowers....15 points"
1010 PRINTAB(5,15);CHR$(131);"apples....20 points"
1020 PRINTAB(4,16);CHR$(131);CHR$(136);"acorns....50 points"
1030 PRINTAB(12,17);CHR$(133);CHR$(136);"[2 M]"
1040 PRINTAB(10,18);CHR$(134);"HIGH SCORE :%TX"
1050 PRINTAB(10,20);CHR$(134);"YOUR SCORE :%SX"
1060 PRINTAB(5,23);CHR$(131);CHR$(136);"PRESS ANY KEY TO START."
1070 5X=0
1080 G=GET#;GOTO 50

```

BY PAUL NEWELL

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```

700 FOR A=2 TO 7
710 PRINT AT A,6;
720 NEXT A
730 FOR A=2 TO 8
740 PRINT AT A,8;
750 NEXT A
760 PRINT AT 2,9;
770 FOR A=2 TO 8
780 PRINT AT A,12;
790 NEXT A
800 PRINT AT 8,13;
810 FOR A=2 TO 8
820 PRINT AT A,16;
830 NEXT A
840 PRINT AT 8,17;
850 FOR A=11 TO 17
860 PRINT AT A,2;
870 NEXT A
880 PRINT AT 11,3;
890 FOR A=12 TO 16
900 PRINT AT A,8;
910 NEXT A
920 PRINT AT 11,9;

```

BY JAMES RENDELL

RUNS ON A ZX81 IN 16K

Trapped within a mind boggling series of twisting corridors with your oxygen supply running out. What are you going to do? Look for the exit as quickly as possible that's what! Your ZX81 will create a devious 3D maze and challenge you to escape before time runs out. You can also create your own mazes or change existing ones. Each maze is stored in binary as a combination of 144 0s and 1s. 1 signifies a wall and 0 a passage. When programming a new maze it is best to plan it out on a 12 by 12 grid first.

Variables:

M-string holding maze

O-string used for oxygen gauge

M-string used to create the moving prompt in the titles

A5-string used to store last keypress

W5-string printed when there is a wall in front

X-variable used to store position in maze

X1-variable indicating orientation of player

EX-position of exit

O-amount of oxygen

Main routine:

3000-3250-title page

3300-3570-initialise

290-310-get player move

330-340-print maze walls etc. and check for exit found/no oxygen

800-1000-"well done" message

3500-1760-out of oxygen display

The logic in lines 380 etc. is for converting a value of 12 for X into 1, -12 into -1, -1 into 12, and 1 into -12. This tests for a side wall.

```

930 FOR A=11 TO 17
940 PRINT AT A,14.
950 NEXT A
960 PRINT AT 12,15. "AT 13,15
    ,AT 14,17.
970 FOR A=11 TO 17
980 PRINT AT A,20.
990 NEXT A
1000 PRINT AT 11,21. "AT 14,2
    1. "AT 17,21.
1010 FOR A=11 TO 15
1020 PRINT AT A,25. "
1030 NEXT A
1040 PRINT AT 17,25. "AT 15,25
    1050 PRINT AT 5,30. "AT 5,20
    ,AT 5,20. "AT 9,20. "AT 9,20.
1055 PRINT AT 19,4. "AT 19,4.
1060 IF INKEY$="" THEN GOTO 1060
1070 CLS
1080 RUN
1090 CLS
1100 CLS
1110 FOR A=1 TO 22
1120 PRINT "
1130 NEXT A
1140 PRINT AT 3,10. "AT 3,10.
1150 PRINT AT 5,1.
1160 PRINT AT 13,1.
1170 FOR A=5 TO 15
1180 PRINT AT A,1.
1190 NEXT A
1200 PRINT AT 13,1. "AT 13,14.
    ,AT 13,25. "AT 13,25.
1210 FOR A=12 TO 2 STEP -1
1220 PRINT AT 6,A. "AT 7,A.
    ,AT 8,A. "AT 9,A. "AT 10,A.
    ,AT 11,A.
1230 NEXT A
1240 FOR A=5 TO 11
1250 PRINT AT A,3.
1260 NEXT A
1270 PRINT AT 6,4. "AT 8,4.
    ,AT 11,4.
1280 PRINT AT 7,8. "AT 8,9.
1290 PRINT AT 6,13. "AT 7,15
    ,AT 8,16. "AT 9,14.
1300 PRINT AT 6,18.
1310 PRINT AT 7,25.
1320 FOR A=8 TO 11
1330 PRINT AT A,25.
1340 NEXT A
1350 PRINT AT 18,3. "AT 18,3.
1360 IF INKEY$="" THEN GOTO 1360
1370 CLS
1380 RUN
1390 PRINT "*****
*****
1400 FOR A=1 TO 19
1410 PRINT "
1420 NEXT A
1430 PRINT "*****
*****
1440 FOR A=1 TO 8
1450 PRINT AT A,2.
1460 NEXT A
1470 PRINT AT 1,2. "AT 4,2.
    ,AT 8,2.
1480 PRINT AT 2,7. "AT 4,7.
    ,AT 7,7. "AT 3,6. "AT
    5,10. "AT 6,10.
1490 FOR A=3 TO 6
1500 PRINT AT A,12.
1510 NEXT A
1520 PRINT AT 3,13. "AT 5,13
1530 PRINT AT 4,17. "AT 5,1
    7. "AT 6,17. "AT 3,18.
1540 PRINT AT 4,22. "AT 5,22.
    ,AT 5,22.
1550 PRINT AT 4,25.
1560 PRINT AT 11,10. "AT 11,10.
1570 PRINT AT 12,10.

```

```

3100 PRINT AT 14,2. "AT 14,2.
3110 FOR A=15 TO 15
3120 PRINT AT 15,1. "AT 15,1.
3130 PRINT AT 15,1. "AT 15,1.
3140 PRINT AT 17,15. "AT 17,15.
3150 PRINT AT 18,15. "AT 18,15.
3160 PRINT AT 19,15. "AT 19,15.
3170 LET I$="PRESS ANY KEY TO ST
    ART THE GAME"
3241 LET I$=(2 TO )+I$(1)
3242 PRINT AT 21,0:1$
3250 IF INKEY$="" THEN GOTO 3241
3260 CLS
3300 LET R=INT (RND*3)+1
3310 IF R=1 THEN LET M$="1111111
    11111110001000001110111011101100
    01000000011100011110110001001000
    111111010111100000000111010101
    0100110001010110110100000001111
    1111111111
3320 IF R=2 THEN LET M$="1111111
    111110100000100110101101101100
    0000000011111010101011011000000
    110110000001101110110111000000
    0000110111101111010000000001111
    1111111111
3330 IF R=3 THEN LET M$="1111111
    111110000100000111101010101100
    0000010110101011110110001000000
    110100010111110111000111000010
    0100111111101101100000000001111
    1111111111
3450 LET O$="
3460 LET O=20
3470 LET X=INT (RND*132)+1
3480 IF M$(X) <> "0" THEN GOTO 347
    0
3490 LET EX=INT (RND*132)+1
3500 IF M$(EX) <> "0" THEN GOTO 34
    90
3510 IF X=EX OR X+3=EX OR X-3=EX
    OR X+12=EX OR X-12=EX THEN GOTO
    3470
3520 LET U$=""
3540 FOR P=1 TO 19
3550 LET U$=U$+"
3560 NEXT P
3570 LET U$=U$+"
3580 RETURN
3590 CLEAR
3600 SAVE "3D-ESCAPE"
3610 RUN

```



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```

100  var mp;
101  get Mp() {
102    return this._mp;
103  }
104  set Mp(mp) {
105    this._mp = mp;
106  }
107  get Mp() {
108    return this._mp;
109  }
110  set Mp(mp) {
111    this._mp = mp;
112  }

```



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VICQUEST

PROGRAM ONE

```

5 REM ** COPYRIGHT **          * S. LAMSON **
10 V=36878 POKEV=1,154 POKE788,194 POKE37158,2
20 GOTO1000
100 C$="*****" FORF=1TON PRINTMD$(C$,C,1);;"
110 RETURN
150 C$="*****" FORF=1TON PRINTMD$(C$,C,1);;"
160 RETURN
200 GETC$ IF C$="" THEN200
210 GETC$ IF C$="" THEN210
220 RETURN
1000 PRINT " ", N=2 C=1 GOSUB100
1010 N=N+1 GOSUB150 N=2 GOSUB100 N=4 GOSUB150
1020 N=N+2 GOSUB100
1030 PRINT PRINT"*****" "3 2 1" "POKE" "1 1" "POKE" "POKE"
1040 PRINT"*****" "1 2 3 4 5 6 7 8 9 10"
1050 PRINT"*****" "1 2 3 4 5 6 7 8 9 10"
1060 PRINT"*****" "1 2 3 4 5 6 7 8 9 10"
1070 GOSUB200
1080 IF C$="" THEN200
1090 PRINT " " IF C$="" THENRESTORE FORF=0T09 READC$ NEXT GOTO1100
1100 N=N+3 C=7 GOSUB100 N=18 GOSUB150 N=1 GOSUB100
1110 FORF=0164T08185 POKEF,160 POKE37204F 6 NEXT
1120 PRINT "*****" "1 2 3 4 5 6 7 8 9 10"
1130 PRINT "*****" "1 2 3 4 5 6 7 8 9 10"
1140 PRINT"*****" "1 2 3 4 5 6 7 8 9 10"
1150 RESTORE FORF=0T04 READC$,E$ PRINT"*****"
N=7 C=1 GOSUB150
1170 PRINT "*****" "1 2 3 4 5 6 7 8 9 10"
1180 PRINT " " N=7 C=3 GOSUB100 GOSUB150 GOSUB100
PRINT"*****" "1 2 3 4 5 6 7 8 9 10"
1190 PRINT"*****" "1 2 3 4 5 6 7 8 9 10"
1200 POKE52,28 POKE56,28 FORF=7168T07679 POKEF+512,127 POKEF,PEEK(F+25600) 1 NT
1210 FORF=7448T07583 READC$ POKEF,0 EXT
1220 PRINTCHR$(142)"**"POKEV=1,255
1230 PRINT"*****" "1 2 3 4 5 6 7 8 9 10"
1240 PRINT"*****" "1 2 3 4 5 6 7 8 9 10"
1250 PRINT"*****" "1 2 3 4 5 6 7 8 9 10"
1260 PRINT"*****" "1 2 3 4 5 6 7 8 9 10"
1270 POKEV=1 284 PRINT" " CLR POKE198,3 POKE632 147POK 533,131
1280 DATA"*****" "1 2 3 4 5 6 7 8 9 10"
1290 DATA"*****" "1 2 3 4 5 6 7 8 9 10"
1300 DATA"*****" "1 2 3 4 5 6 7 8 9 10"
1310 DATA"*****" "1 2 3 4 5 6 7 8 9 10"
1320 DATA"*****" "1 2 3 4 5 6 7 8 9 10"
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1760 DATA"*****" "1 2 3 4 5 6 7 8 9 10"
1770 DATA"*****" "1 2 3 4 5 6 7 8 9 10"
1780 DATA"*****" "1 2 3 4 5 6 7 8 9 10"
1790 DATA"*****" "1 2 3 4 5 6 7 8 9 10"
1800 DATA"*****" "1 2 3 4 5 6 7 8 9 10"
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1920 DATA"*****" "1 2 3 4 5 6 7 8 9 10"
1930 DATA"*****" "1 2 3 4 5 6 7 8 9 10"
1940 DATA"*****" "1 2 3 4 5 6 7 8 9 10"
1950 DATA"*****" "1 2 3 4 5 6 7 8 9 10"
1960 DATA"*****" "1 2 3 4 5 6 7 8 9 10"
1970 DATA"*****" "1 2 3 4 5 6 7 8 9 10"
1980 DATA"*****" "1 2 3 4 5 6 7 8 9 10"
1990 DATA"*****" "1 2 3 4 5 6 7 8 9 10"
2000 DATA"*****" "1 2 3 4 5 6 7 8 9 10"

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To save memory this program has been split into two. For details of how to load and run two part programs turn to Big Hunter on page 100.



PROGRAM TWO

```

10 GOTO1000
100 FORP=-4TO-1:POKEV+F.0 NEXT RETURN
900 B$="*****" B=10
910 GOTO1210
920 B$="***"
930 GOTO1210
940 B$="*****"
950 GOTO1210
960 B$="**"
970 GOTO1210
980 B$="*****" B=6 POKEV+1, 10 DI=1
990 GOTO1210
1000 L=1 X="1-V=3600 POKEV,15
1010 PRINT"***** VICQUEST *****"
1020 B$="*****"
1030 PRINT"1 ROCKY TUNNEL **A$* 2 BOMB BLAST *
1040 PRINT"3 HYPERSPACE **A$* 4 VIC INVADERS *
1050 PRINT"5 RAINBOW PASSAGE *****" G=8
PRINT"LEVEL (0-9) ?"
1060 DATA: (F$)"/"ANDR<" THENEV=VAL(A$):GOTO1090

```

```

1070 FORP=0TO99 NEXT POKEV+1.0 POKEV-2.0+120:0=0+17 IF0<129THEN1060
1080 0=0 GOTO1060
1090 POKEV+1.0 POKEV-2.0 VL=0
1100 C$="**"
1110 DEFN(F)=INT(RND(1)*F)
1120 EV=EV*5 POKEV-9.255
1200 ONLGOTO900,920,940,960,980,900
1210 PRINT"*****"
1220 Z=1 FORP=1TO50:VL=50 POKEV-3.0 POKEV,15
1240 E=PEEK(197) IF=30AND(20THEN=X+1 POKEV-4.240
1250 IF=30AND(0THEN=X-1 POKEV-4.220
1260 PRINTMID$(C$,2,1),B$ IFPEEK(7600+X)/32THENVL=VL+1 GOTO1200
1270 POKEV600+X,41 POKEV-4.0 POKEV,1 ONLGOTO1300,1500,1700,1900,2100
1290 NEXTP L=L+1 GOTO1200
1300 POKEV-3.0 B$=130 Z=Z/20+1 POKE8120+B,32 PO 8012+5,32 POKE8122+5,32
1310 IFRND(1)>.5AND(18THENB=B+1
1320 IFRND(1)>.5AND(18THENB=B-1
1330 FORP=0TOEV NEXT GOTO1200
1340 POKEV-3.0/2+160 Z=P/30+1 POKE7801+FNR(EV/2)*22+FNR(15),30
1510 GOTO1200
1700 Z=P/40+1 FORP=0TO3 POKE8120+B,F,32 NEXT FORP=0TOEV NEXT
1710 POKEV-C B$+160 IFRND(1)>.5THENF=FNR(4)+8120+B POKEV,39 POKEV-3,130
1720 IFRND(1)>.5AND(1800THENPOKEV,37 POKEV-3,240

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...and see if you can beat Luke's super scores!

SHADOWFAX

Fight the black riders whose touch is death. You must guide **Shadowfax** as Gandalf's swift white horse braves the dread riders of Sauron, Dark Lord of Mordor. How many will your thunderbolts destroy? Magnificent graphics.

Luke says — It's 7-siffic. The better you do the bigger the challenge. 2130' is best! Do you have the lightning-fast eye to beat Luke at his favourite game?

Snake Pit

Imagine yourself in a snake pit. The snakes and their eggs must be gobbled up before the snakes eat the Gobbler ... who must eat the last egg before the first snake. Eat the eggs, and more snakes are freed to attack. Eat all the snakes and the game begins again ... but faster! Faster!

Lucie's comment: Better than Pacman! It's a really fun game! 12570 eggs to gobble if you want to beat my best. Get it? "*

SIEGE

Watchfulness and skill protect your castle from the encircling marauders in this **Siege**. Drop rocks to dislodge them, and their anger makes them faster... and faster! Are you fast enough to hold them back from the top of the wall? Speed your reflexes.


Luke says - But you can't keep the
Glooms away as long as I did? 4360' to
beat! That's difficult.



Got a good game or game idea? **Loke says** "If it's really good, send it to me soon. I'm testing lots more games for Funster. We're big enough to pick the best from a big range of games — so watch these pages for the very best in games! Write to me with your super scores too!"

Look for the IMAGINATIONS UNLIMITED symbol — only on games from Postern — to offer you a really super challenge!

Available from many computer stores.

To order by post please send your cheque, postal order or Access/Visa card number with this coupon. 

To: **Peabody Limited**
P.O. Box 9, Andoversford
Cheltenham, Glos. GL54 5SW
or telephone: (0942) 82741
(24 hour order service)

Is Luke only a toy, or fun constant exposure to *Power Rangers Unlimited* given him new powers in the world of the imaginations? Find the answer yourself with these new *Imaginations Unlimited* series.



COMPUTER TYPE: ☐ Low node



5

92

[illegible]

DATE 12/27/99

SHAD
KEAT

NAME _____
 ADDRESS _____
 CITY _____
 STATE _____
 ZIP _____

100

*The scores quoted were achieved on a Spectrum computer - different scores may be obtained on other computers.

sinclair special

3



*Inside...
The New ZX Microdrive!
Latest software...
Latest prices...*

The ZX Microdrive- and more!

For some time now, the new ZX Microdrive has been the subject of much discussion. Which is only to be expected, when the object of everyone's anticipation is *completely* new to the world of computing.

Microdrive provides high-speed access to truly massive storage. With just one Microdrive, you'll have at least 85K bytes of storage, and the ability to LOAD and SAVE in mere seconds. Yet the ZX Microdrive is about the size of a Spectrum mains adaptor, and costs less than £50!

First stocks are now in. Microdrives will be released on an order of priority basis. Spectrum owners who purchased by mail order, direct from us, will be sent full details including how to order, in a series of mailings that begins with the earliest names on our list.

And if you didn't buy by mail order?

Don't worry — for a colour brochure with full information on Microdrives, including how to order, just send us your name and address (use the coupon at the back of this issue of Sinclair Special). But remember, the sooner you send us your name, the sooner you'll get on the list.

Of course, there's much more to Sinclair than Microdrives, as you'll see on these pages. The latest releases of Spectrum and ZX81 software have been amongst the most successful ever. Prices of most established Sinclair products are at their lowest ever. To buy what you want, just use the Order Form.

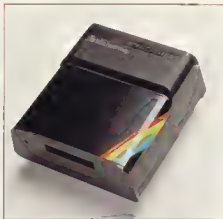
Until the next issue of Sinclair Special, and more good news...

Nigel Searle

Nigel Searle, Managing Director, Sinclair Research Ltd.

PS. Come and see us — and all that's new at Sinclair — at the PCW Show, Barbican Centre, from Sept 28th to Oct. 2nd. We'll be pleased to see you!

ZX Microdrive System preview!



ZX MICRODRIVE

At least 85K bytes storage, loads a typical 48K program in as little as 9 seconds. £49.95



ZX MICRODRIVE CARTRIDGE

Compact, erasable, revolutionary. Complete with its own storage sleeve. Contains up to 50 files, with a typical access time of 3.5 seconds. £4.95.



ZX INTERFACE 1

Necessary for sending and receiving data from ZX Microdrive. Includes RS232 interface, enables creation of local area network of 2 to 64 Spectrums. Attaches to the underside of your Spectrum. Purchased with ZX Microdrive, just £29.95. As separate item, £49.95.



Six new ways to make more of your Spectrum

Take a look at these brand-new titles. Each is an outstanding new program using the full potential of the Spectrum, for games with stunningly animated graphics, for strategies of fiendish cunning, for mastery applications of computing capability.

Cyrus Is Chess Based on the Cyrus Program, which won the 2nd European Microcomputer Chess Championship and trounced the previously unbeaten Cray Blitz machine. With 8 playing levels, cursor piece-movement, replay and 'take-back' facilities, plus two-player option. The 48K version has many additional features including an extensive library of chess openings. For 16K or 48K RAM Spectrum.

Horace and the Spiders Make your way with Horace to the House of Spiders, armed only with a limited supply of anti-spider bite serum. In the house, destroy the webs before the spiders can repair them. Then destroy the spiders, before they destroy Horace! Undoubtedly the creepiest Horace program ever produced. For 16K or 48K RAM Spectrum.

Computer Scrabble The famous board game, on-screen - with the whole board on view! A huge vocabulary of over 11,000 words. Full-size letter tiles, four skill levels - the highest of which is virtually unbeatable. For 1 to 4 players. For 48K RAM Spectrum. (SCRABBLE trade mark and copyright licensed by Scrabble Schutzrechte und Handel GmbH - a J W Speer and Sons PLC subsidiary.)

Backgammon A fast, exciting program with traditional board display, rolling dice and doubling cube. Four skill levels. For experts - or beginners. (Rules are included - it's the quickest way to learn the game.) For 16K or 48K RAM Spectrum.

FORTH Learn a new programming language, as simple as BASIC, but with the speed of machine code. Complete with Editor and User manual. For 48K RAM Spectrum.

Small Business Accounts Speeds and simplifies accounting work, produces Balance Sheets, Profit and Loss Information and VAT returns. Complete with User manual. For 48K RAM Spectrum.

Overleaf - your Sinclair order form.

Latest ZX81 software

Prices round-up



These three new cassettes offer two totally different challenges to you and your ZX81. The games – like so many ZX81 games today – really do use the ZX81's capability. The FORTH program is a fascinating extension of your own computer understanding.

Sabotage. Defender or attacker? The choice is yours in this exciting game. Be the guard and defend the ammunition in the compound – or be the Saboteur and attack it!

Written by Macronics for a ZX81 with 16K RAM. Cassette price: £4.95.

City Patrol. You are the Commander of a

laser-firing ship. Your task is to intercept and destroy alien suicide ships descending on your city.

Written by Macronics for a ZX81 with 16K RAM. Cassette price: £4.95.

FORTH. Discover a new programming language which combines the simplicity of BASIC with the speed of machine code. FORTH's compiled code occupies less than a quarter of the equivalent BASIC program and runs ten times as fast. Free User-Manual and Editor Manual with each cassette.

Written by Aric for a ZX81 with 16K RAM. Cassette price: £14.95.

ZX Spectrum 48K now just **£129.95.**

ZX Spectrum 16K now just **£99.95.**

ZX81 now just **£39.95.**

16K RAM Pack for ZX81 **£29.95.**

ZX Printer now just **£39.95.**

1.2A ZX Mains Adaptor **£7.95.**

Printer Paper (5 rolls) **£11.95.**

How to order

Simply fill in the relevant section(s) on the order-form below. Note that there is no postage or packing payable on Section B. Please allow 28 days for delivery. Orders may be sent FREEPOST (no stamp required). Credit-card holders may order by phone, calling 01-200 0200, 24 hours a day, 14-day money-back option.

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Sinclair Research Ltd,
Stanhope Road, Camberley,
Surrey GU15 3 PS.
Telephone: (0276) 685311.

To: Sinclair Research Ltd, FREEPOST, Camberley, Surrey, GU15 3PS.

Section A: hardware purchase

| Qty | Item | Code | Item Price £ | Total £ |
|-----|--|------|-----------------|------------|
| | ZX Spectrum – 48K | 3000 | 129.95 | |
| | ZX Spectrum – 16K | 3002 | 99.95 | |
| | ZX 81 (including 1.2A Mains Adaptor) | 1003 | 39.95 | |
| | 16K RAM pack for ZX81 | 1010 | 29.95 | |
| | ZX Printer | 1014 | 39.95 | |
| | 1.2A Mains Adaptor for use with ZX81 computer/ZX Printer combination (only required if you have an early ZX81 with 0.7A Adaptor) | 1002 | 7.95 | |
| | Printer paper (pack of 5 rolls) | 1006 | 11.95 | |
| | Postage and packing: orders under £90 | 0028 | 2.95 | |
| | orders over £90 | 0029 | 4.95 | |
| | | | TOTAL £ | |

*Delete/complete as applicable

*enclose a cheque/postal order made payable to Sinclair Research Ltd for £

Signature _____

Address _____

Section B: software purchase

| Qty | Cassette | Code | Item Price £ | Total £ |
|-----|-------------------------------|------|-----------------|------------|
| | FOR SPECTRUM | | | |
| | G22/S Backgammon | 4021 | 5.95 | |
| | G23/S Cyrus-15 Chess | 4023 | 9.95 | |
| | G24/S Heretic & the Spiders | 4022 | 5.95 | |
| | G25/S Scrabble | 4024 | 15.95 | |
| | L1 /S FORTH | 4400 | 14.95 | |
| | B6 /S Small Business Accounts | 4605 | 12.95 | |
| | FOR ZX81 | | | |
| | G25 Sabotage | 2124 | 4.95 | |
| | G24 City Patrol | 2123 | 4.95 | |
| | L1 FORTH | 2400 | 14.95 | |
| | | | TOTAL £ | |

*Please charge to my Access/Barclaycard/Trustcard account no _____

Mr/Mrs/Miss _____

CVG 209
(Please print)

ZX Microdrive information request

Please send me a colour brochure with full specifications of ZX Microdrive/Interface 1, and add my name to the Microdrive Mailing List! (tick here) ☐ (Remember to include your name and address on the form above)

D: data.

```

1728 IFNDI(1)=5AND(1)16THEND=5+1
1748 IFNDI(1)=5,5AND(1)16THEND=5+1
1750 IFPEEK(77024)=37THEN1778
1760 GOTO1790
1770 POKEV+1 42 PFA=29 PRINT"*****"
1780 POKEV=0T01A 50R=0T020 POKEV=3,240-G-F*8 NEXT PRINT"R"
NEXT POKEV+1 8
1790 GOTO1280
1800 Z=P/20-I IFINT(P/DI)*P/DI16THEN1280
1812 FORF=0T04 POKEB140+F*V 42 P=36R60+F*V P+1 NEXT
1920 GOTO1208
1930 Z=P 6-INT(P/4)*5+1 P=23 130+Z*4+P/3 POKEV+1.P/68+1/5
2110 B=P+PI IFNDI(1)=4/20,5THENDI=D1
2130 IFB=0ANDDI="1"THENDI=1
2140 IFB=0ANDDI="1"THENDI=1
2150 B=LEFT$( "*****"R)+$55555555
2160 GOTO1280
2180 A(1)=1 A(1)=22 A(2)=1 P/310-22 705B108
2190 A(1)=1 A(1)=22 A(2)=1 P/310-22 705B108
2210 A(1)=1 A(1)=22 A(2)=1 P/310-22 705B108
2220 A(1)=1 A(1)=22 A(2)=1 P/310-22 705B108

```

[illegible][illegible]



The aliens are coming, the aliens are coming! Not again, you scream! Yes, we say, and you'll enjoy it or else! In fact this is a good Missile Command style game with interesting graphics and a nice line in game action. The idea of the game, as you probably know, is to position your sights — a white cross — over an alien moving downwards towards your cities with only one intent. To blow them all up! You stop him by blasting him before he blasts you. You have three laser bases to play with — but only a limited number of laser blasts — so be economical with your laser! If an alien manages to reach one of the cities then the game is over. Full instructions are included in the program.

The aliens are coming, the aliens are coming! Not again, you scream! Yes, we say, and you'll enjoy it or else! In fact this is a good Missile Command style game with interesting graphics and a nice line in game action. The idea of the game, as you probably know, is to position your sights — a white cross — over an alien moving downwards towards your cities with only one intent. To blow them all up! You stop him by blasting him before he blasts you. You have three laser bases to play with — but only a limited number of laser blasts — so be economical with your laser firing. If an alien manages to reach one of the cities then the game is over. Full instructions are included in the program.



RUNS ON A SPECTRUM IN 16K

VARIABLES.

x,y: position of sights.

sk: level of difficulty (altered

after 10 aliens have been destroyed)

scs: score.

nn: number of aliens which have descended.

na: laser blasts in base 1.

nb: laser blasts in base 2.

nc: laser blasts in base 3.

a,b,: position of alien.

```

1000 PRINT AT a-1,b-1;
1010 GO TO 1010
3000 IF INKEY$="b" AND na>0 THEN
INK 6: LET rr=1: PLOT 32,33. DR
AU (8*y)-20,(0+(21-x))-29: GEEP
0.01,10: GEEP 0.01:0: GEEP 0.1;
10: (8*y)-20,(0+(21-x))-29 INK
7: PRINT AT x,y; " " LET na=na-1
3010 IF INKEY$="n" AND nb>0 THEN
INK 5 LET rr=1: PLOT 120,33. D
RAU (8*y)-124,(8+(21-x))-29: BEE
P 0.01,10: GEEP 0.01:0: GEEP 0.
1-10: PLOT OVER 1:120,33. DRAW
OVER 1,(0*y)-124,(0+(21-x))-29
INK 7: PRINT AT x,y; " " LET nb=
nb-1
3020 IF INKEY$="a" AND nc>0 THEN
INK 6 LET rr=1: PLOT 224,33. D
RAU (8*y)-220,(0+(21-x))-29: BEE
P 0.01,10: GEEP 0.01:0: GEEP 0.
1-10: PLOT OVER 1:224,33. DRAW
OVER 1,(0*y)-220,(0+(21-x))-29
INK 7: PRINT AT x,y; " " LET nc=
nc-1
3025 IF r<1 THEN GO TO 1017
3030 IF ATTR (a,b)=7 OR ATTR (a,
b,1)=7 THEN FOR d=1 TO 10: FOR
e=5 TO 0: PRINT AT a,b: INK 1; "d
" BEEP 0.03; d: " NEXT d
PRINT AT a,b: " " LET sco=sco+1
00: LET rr=0: GO TO 1009
3040 GO TO 1017
5000 PRINT AT a,b: INK 2; "a"
5010 BEEP 1.0: BEEP 0.5:0: BEEP
0.3:0: BEEP 1.0: GEEP -5
5020 CLS: PRINT AT 1,1: INK 2
PAPER 7: FLASH 1: "*****THE INVADER
S HAVE LANDED***"
5060 PRINT "Press a key to play
again" PAUSE 0
5070 GO TO 210
9000 LET x=144
9005 FOR n=1 TO 11
9010 FOR f=0 TO 7: READ a: POKE
USR CHR$(x+f),a: NEXT f: LET x=x+
1: NEXT n
9020 DATA 0IN 00000001,5IN 00000
011,5IN 00000111,5IN 00001111,5IN
00011111,5IN 00111111,5IN 01111111
1,1100IN 11111111,5IN 00000000,5IN
00000001,5IN 00001111,5IN 000
11101,5IN 01111001,5IN 01110001,
5IN 01111111,5IN 01111111,5IN 10
000000,5IN 10000000,5IN 11110000
5IN 10011000,5IN 10011110,5IN 1
0001110,5IN 11111110,5IN 111111
0,5IN 01111110,5IN 01100110,5IN
01100110,5IN 01000010,5IN 010000
10,5IN 01100110,5IN 01100110,5IN
01111110,5IN 00000000,5IN 000000
000,5IN 00011000,5IN 00011000,5IN
N 00111100,5IN 00111100,5IN 0111
1110,5IN 01111110,5IN 00011000,5
IN 00011000,5IN 00011000,5IN 111
00111,5IN 11100111,5IN 00011000,
5IN 00011000,5IN 00011000
9030 DATA 5IN 0000001,5IN 00001
11,5IN 00011001,5IN 0011001,5IN
N 01111111,5IN 01100001,5IN 0110
0000,5IN 00111100,5IN 11000000,5
IN 11110000,5IN 10011000,5IN 100
11100,5IN 11111110,5IN 10000110,
5IN 00000110,5IN 00011110,5IN 10
000000,5IN 11000000,5IN 11100000
5IN 11110000,5IN 21111000,5IN 1
1111100,5IN 11111110,5IN 1111111
1,5IN 01111111,5IN 01100000,5IN
01111111,5IN 01100000,5IN 011111
11,5IN 11000000,5IN 01111111,5IN
00000000,5IN 11111110,5IN 000000
110,5IN 11111110,5IN 00000010,5IN
N 11111110,5IN 00000010,5IN 1111
1110,5IN 00000000
9040 RETURN

```

The games people play.....

Wellingtons



W.H. THORN



All of a sudden everyone wants to be a computer store. Micros seem to be sprouting up everywhere. Chemists, Newsagents, they're all trying their hand All trying to cash in. What a game!

The question is, do you really believe that the store that sells you shampoo and toothpaste or perhaps your morning paper and childrens sweets is really the store that knows the most about micros?

In all branches of Laskys you'll find Micropoint, our specialist micro computer department. And at Micropoint centres, you'll find an amazing choice of computers, peripherals and software programs, expert technical knowledge, and test play and comparison

facilities. You can select the system that meets your needs for today and for the future.

Micropoint at Laskys sells the very best micro-computer equipment at some of the best prices on the market. Unfortunately you'll have to go somewhere else for your shampoo.

Use your micro for virtually anything. Household accounts, car expenses, remembering birthdays and anniversaries, learning foreign languages. And, of course, games

At Micropoint you'll find a fantastic range of programs covering just about every computer activity imaginable.

BY G. DUNNET
RUNS ON AN ATOM IN 2K

Crawling from the dark recesses of the gamers' mind comes The Bug. Horrible isn't it!

No, don't call in the local pest officer — he wouldn't be able to cope with this particular creature. Only you can stop it sneaking away under the skirting board.

The segmented alien crawls across a screen filled with obstacles. Using your laser beam you must attempt to destroy the invading insect before it reaches you. Points are scored by whittling away the segments of the bug before finally performing the coup de grace on the head. The bug moves faster each time you destroy a segment. You score 50 points for each segment and 250 when the head is destroyed. Your score is displayed at the top of the screen, along with how many lives you have left.

If you find the sound gets irritating it can be removed by omitting Link VV1 in line 2040.

Control keys are: '1' to move left, '2' to move right, space bar to fire.

BUG BATTLE

1 REM BUG BATTLE

3 DIM AP6,XX6,ZZ6,VV4,K4,P-1,V=7,U=0

58=2800:15=292R2B2C;S14=2E303233;S18=3435494C

18S112=4E705269;S116=6A6B6E70;S120=72747599;S124=9C8E9092

15S128=95A9AAB;S132=ACAEFFB0;S136=82B3B4B5;P,12

20F,Q=8T039;?(#B020<S?Q))=143;N,Q;?#808C=155

30P,930: BATTLE

40P," COPY-RIGHT G.DUNNETT;3/7/82"

50F,Q=0T0100;WAIT,N,Q

60IFU<((?90*256)+?91);G,80

70GOS,n

800P,12#30;IN,"DIFFICULTY 0-10"R1A=R#2+15;U,A#37


```

110GOS, a; S=0; ?#E1=0
200F, C=3T01 S, -1; A=A+5
210bP, #12; I=#0000; X=#31F0, G=0
220V=V-1; Z=V; IFV=1; V=6; Z=6
230F, Q=0T0V; A=0=15; X=X#0027-0; Z=0=1; N, Q
240F, Q=0T0A, ?(I+32*Q)=255; ?(I+32*Q+31)=255
250?(I+(A, R, %440)+32)=255; N, Q; I=I+32
260A=V=32; A=0=61+Z=0; ?#E1=0
300#GOS, a; GOS, a; IF(X#0+Z=0)>>X, N, C; G, d
310IFC=1; G, b
320P, #30S C; GOS, c; GOS, a; G, e
500#L1, V=0; IFX#01F0; IF?#00=10; X=X+1
510IFX#01E2; IF?#00=17; X=X-1
520?X=127; X?1=32; X?1=32; R,
1000#IF?#00<>0; R,
1010Y=X-32; D0?Y=33; GOS, a, GOS, c; IFY?-32=32; G, 1020
1011U, Y=Y; ?Y=32; G, f
1020?Y=32; Y=Y-32; U, Y<(X#0-64); R,
1030?IFY?-32=60RY?-32=62; S=S+200; G=1
1040IFY?-32=255; Y?-32=32; R,
1050IFY?-32=640Y?-32=127; R,
1060?X#2=32; Z=Z-1; A=2=32; S=S+50; ?Y=32; IFZ<1 Z=1; R,
2000#C, C=0T0Z; ?X#Q=AAQ
2010IF(X#Q+Z=0)=255; ?(X#Q+Z=0)=127
2020IFX#Q?Z=0=127; X#Q=X#Q+32; Z=0=-Z=0; G, 2040
2030X#Q=X#Q+Z=0
2040 N, Q; A=0=61+Z=0; L1, V=1; R,
5000#F, Q=0T0125; W=1; N, Q; P, #12
5010IFS>U; U=S; P, #7#7#7#7#7
5020P, "" YOUR SCORE="S
5030P, "" HI-SCORE ="U
5040F, Q=0T0120; W=1; N,
5050?#30=U/256; ?#91=U
5060P, #12#30; 1N, "ANOTHER GAME(YES/NO)"#K, IF#K="YES"=G, 5
5070E,
10000#P, #12#30="" bug battle""YOU HAVE TO TRY AND REPEL THE""
10010P, "GASTROPODIC ALIENS""BY SHOOTING AT THEM.""
10020P, "THE MORE OF EACH BUG YOU SHOOT""THE FASTER IT CRAWLS,"
10030P, ""YOU HAVE THREE LIVES""A LIFE IS LOST WHEN IT REA""
10040P, "CHEE""THE BOTTOM OF THE SCREEN,"
10050P, ""press a key for controls""LI, #FF03
10060P, #30#12"KEY'1' TO MOVE LEFT""KEY'2' TO MOVE RIGHT""
10070P, "SPACE-BAR TO FIRE""press a key""LI, #FF03; R,
10100#P, #21; ?#A1=10; I V=0; S=FE71; STY#00; RTS; VVILDA#0002
10110LDY#A1; VV2LDX#A0, VV3DEX; 0NEVV3; EOR#4 STR#0002; DEY
101200NEVV2, RTS; J, P, #6; ?#A0=10; R,

```



HYPERBLAST 16K by John Brierley

Simply the best arcade-action game ever written in 16K! Defend your Atari against 10 waves of the most awesome creatures ever to inhabit your TV screen!



CAVE RUNNER 32K by Martin Carley

It's a leap and a bound through dangerous waterfalls, across exploding volcanoes, braving sick and stenes after the pines of a lifetime!



AIRSTRIKE 2 16K by Steve Ridd

The new version with incredible graphics and joystick/bomb control! English Software's best scoring game ever! **AIRSTRIKE 1 STILL AVAILABLE**



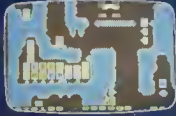
JET BOOT JACK 16K by Jon Williams

You are our intrepid hero, jetting along infested caves, climbing moving elevators and more...much more! Ten screens to conquer, you'll need the will to survive.



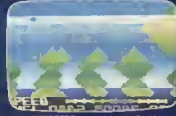
KRAZY KOPTER 16K by Tim Hurlington

Fleeing secret agents, enemy ships and blasting cannon make Crazy Kopter the wildest game you'll ever play!



FIREFLEET 32K by Harold D. Cabellon

Pilot your space cruiser through the corridors of the unknown—avoiding cannon, forcefields and nasty little tanks! **BEAUTIFUL** vertical scrolling graphics!



VENUS VOYAGER 2 16K by Christopher Daniel

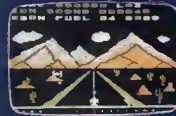
Multiple screen lander simulation—choose your sites, avoid all the hazards and rescue your stranded comrades.

ATARI 400 & 800 OWNERS... TAKE THE ULTIMATE SCREEN TEST

Games to excite you. Games to stretch your skills to the limit, and beyond. English Software programs will always put you to the ultimate test. But first, put us to the test. See the quality of all our screens for yourself at your English Software dealer, including leading Spectrum shops—or order any program direct from us. You'll find that we'll pass your screen test not just once, but every time!



CAPTAIN STICKY'S TREASURE 16K by Steve Ridd
Steve's latest game sends you to the bottom of the ocean in search of lost gold, with only your harpoon to help you!

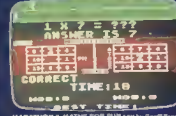


XENON RAID 32K by John Brierley

Super speed superb graphics! John's first Atari classic! Use your rocket ship to attack, dock with the drone and re-assemble! It's you vs. The Xenons.



DIAMONDS 16K by Simon Hunt
Join the hunt for the Great White Diamond through 36 levels to win a real diamond—full details of the Diamonds Competition with every copy!



MARATHON & MATHS FOR FUN 16K by Geoff Brown
Brilliantly conceived educational games for children/adults of all ages—see how quickly you can solve the problems and win the race!



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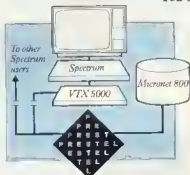
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MACHINE CODE

GETTING OUT OF A SPIN!

We are going to look at a group of instructions that, like the logical instructions featured in the last article, operate directly on bits.

These are *Shift* and *Rotate* instructions that move the bits in a byte one place to the left or right, and the operation of the various instructions available on the 6802, 6809 and Z80 are shown in the diagrams.

Before going on to look at what you can use these instructions for we will take a closer look at the instructions on the individual processors.

INITIALS TO REMEMBER

6502

There are four shift and rotate mnemonics.

ASL (Arithmetic Shift Left), LSR (Logical Shift Right), ROR (ROtate Right), ROL (ROtate Left), which can all be used in five addressing modes, Accumulator, Absolute, Zero page, Absolute indexed by X, and Zero page indexed by X. The assembly language source forms are:

ASL A

ASL address; 16 bit address

ASL address; 8 bit zero page address

ASL address, X; 16 bit address

ASL address, X; 8 bit zero page address and similarly for the other three mnemonics.

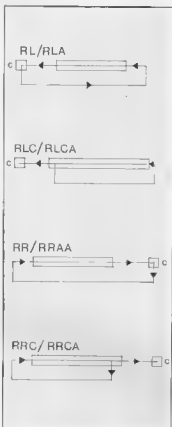
In the accumulator addressing mode (which can only be used with these four mnemonics) it is the accumulator that is shifted or rotated, in the other addressing modes the memory location indicated by the operand is shifted or rotated.

Note that the pairs ASL and LSR, and ROR and ROL work identically except for the direction of movement, and that the bit that is moved out of the byte goes into the carry flag. The result of the operation, replaces the original operand, in the accumulator or memory according to the addressing mode.

As well as the carry flag being set by the bit that is moved out of the operand the sign and zero flags are set according to the result of the operation.

6809

The rotate and shift instructions on the 6809 are very similar to those of the 6802, and the ASL, LSR, ROL and ROR



instructions do exactly the same as the corresponding mnemonics on the 6802.

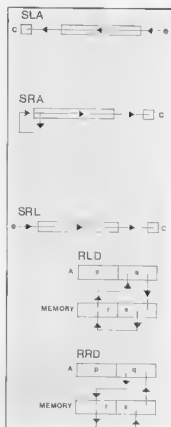
LSL (Logical Shift Left) is just a different name for ASL and both mnemonics give the same object code.

The other 6809 instructions, ASR (Arithmetic Shift Right), is similar to LSR, but leaves bit seven (the most significant bit) of the operand unchanged.

ASL, LSL, ASR, LSR, ROL and ROR can be used with direct, extended, and all indexed and indirect addressing modes. The operation is performed on the contents of the memory location indicated by the operand and the result is written back into the same memory location.

For shift and rotate operations on the accumulators A and B we have the inherent mode mnemonics ASLA, ASLB, LSLA, LSLB, ASRA, ASRB, LSLR, LSRB, ROLA, ROLB, ROR, RORB.

As well as the carry flag being set by the bit that is moved out of the operand,



the sign and zero flags are set according to the results of the operation.

CHANGE OF ADDRESS...

Z80

The shift and rotate mnemonics can be used with the following addressing modes:

RR register; register is one of A, B, C, D, E, H, L

RR (HL)

RR (IX + d); d is an eight bit displacement

RR (IY + d); d is an eight bit displacement

and similarly for RRC, RL, RLC, SLA, SRA, SRL.

Note that RR and RL perform a nine bit rotation (the eight bits of the operand plus the carry flag) while RRC and RLC

BY TED BALL

perform an eight bit rotation on the operand and copy the original bit 0 (RRC) or bit seven (RLC) into the carry flag.

As well as the carry flag, RR, RRC, RL, RLC, SLA, SRA and SRL set the sign, zero and parity/overflow flags according to the result of the operation. These shift and rotate instructions, as well as the logical instructions we looked at last month, treat the P/O flag as a parity flag.

The value of the P/O flag is calculated from the number of 1s or 0s in the eight bit result of the operation: if there is an odd number of 1s or 0s the P/O flag becomes 1 and if there is an even number of 1s or 0s the P/O flag becomes 0.

The number of 1s and the number of 0s in a byte must both be odd or both be even because there is a total of eight bits.

The main use for parity is in data communications, where parity can be used to check whether a character or a block of data has been transmitted correctly.

For example, there are 128 ASCII characters so we need seven bits to represent an ASCII character.

If we are transmitting eight bit bytes the extra bit can be calculated so that every byte has, say, even parity, and then if a byte with odd parity was received we would know that there had been an error in transmission.

A single parity bit only allows us to

detect a one bit error, but with more parity bits and a more complicated method of encoding the signals it is possible to detect errors of two or more bits and even to correct some errors.

The instructions RL register, RLC register, RR register, RRC register, include RL A, RLC A, RR A, RRC A (note the spaces). But there are separate instructions RLA, RLCA, RRA, RRCA (no spaces). Although the two forms have the same effect on the accumulator and the carry flag there are two differences.

The most important difference is in the effect on the flags RL A, etc (with space) effect the carry, sign, zero and parity/overflow flags, but RLA, etc (without space) affect only the carry flag and leave the other flags unchanged.

The other difference is in the object code for the instructions. The object code for RL A, etc. is two bytes, while the object code for RLA, etc is only one byte, taking up less space and executing faster.

Another point to notice is that although most of the shift and rotate instructions come in corresponding left and right pairs, there is no SLL instruction corresponding to the SRL instruction. SLL was designed into the Z80 but is not documented because it did not work correctly in all cases.

Some assemblers for small microcomputers will accept SLL and other undocumented instructions but it is not wise to use them. Although these un-

documented instructions may appear to work there is no guarantee that they will work properly with all operands or on all Z80 microprocessors.

The two instructions RLD (Rotate Left Digit) and RRD (Rotate Right Digit) rotate by four places at once, between the least significant four bits of the accumulator and the memory location whose address is in the HL register pair.

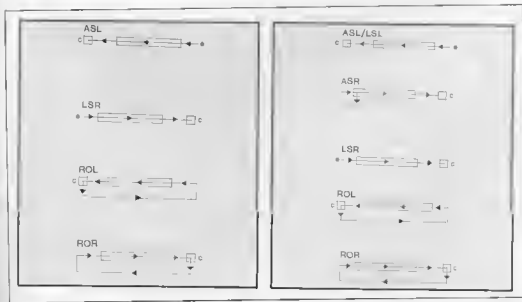
In the diagram for RLD, p, q, r and s each represent four bits, and after the RLD instruction was executed A would contain pr and the memory location would contain sq.

One use of the shift and rotate instructions is for multiplication and division. The simplest case is multiplication or division of small unsigned numbers by a power of two which just requires shifting left for multiplication or shifting right for division.

A single arithmetic shift left multiplies a byte by two, arithmetic shift left twice multiplies by four, etc, and similarly arithmetic shift right twice divides by two, arithmetic shift right four times divides by four, etc.

It is a little more complicated if you are dealing with signed binary numbers or numbers that take up more than one byte, but these cases are still fairly simple.

In general, multiplication requires a combination of shifts and additions, while division requires a combination of shifts and subtractions.



STASTEROIDS — SPECTRUM

Congratulations to Grant Wastle of Dunfermline for being the first to earn £5 from the Bug Hunter for his tip about Stasteroids for the Spectrum which appeared in our April issue.

To convert the game for use with Kempston joysticks the following alterations need to be made Line 1030 Remove 1-INKEYS and everything after it on that line, then add
1035 LET IS=INKEYS LET D=D-
(IS="4" OR IS="6" OR IS="5" AND D<21) : (IS="8" OR IS="0" OR IS="9" AND D>1)

METEOR — TI99/4a

Meteor for the TI99/4a in July caused a few people in the area around line 2970. The line is confusing because of the way it was split for printing. The end of line 2970 continues, in case you haven't already spotted it, on the next line which looks as though it's line 2980 but isn't!

DRAUGHTS — ATARI

Our offering to Atari owners in June was a Draughts program, which caused some tearing of hair especially when it came to line 109. The telephone buzzed with the sound of "I can't get line 109 to fit in".

I've dug out the original tape and it loaded perfectly into our Atari 800. I'll write to Mr Solanka to ask him the secret but in the mean time the best way round the problem is to put the first five characters from line 109 on to the end of the numbers in 106, which will work

KRAZY KONG — SPECTRUM

J. Burton of Cleveleys, Lancs, claims his £5 with a correction to Krazy Kong in July's issue, for the Spectrum.

If you walk over a plug from right to left, he says, then you fall down the hole because the plug is removed before you move on one space. To remedy this, the following lines should be added 90 IF ATTR (A+1B) = 110 THEN PRINT AT A+1B INK 7: "LET P = P+1: LET SC SC 100 LET B = B 1

Then change line 92 to the same as 90 but replace B-B-1 with B=B+1.

GHOST TRAP — VIC 20

Ghost Trap, for the Vic, used Z and X to move left and right, although the instructions from the author said to use the cursor keys.

If confusion still reigns over the program than clear the machine and enter the following routine.

10PRINT PEEK(197): GOTO 10
Run this program and you'll see num-

bers scrolling up the screen. Now press a key for a second and the numbers will change. The number shown is the code for the key being pressed, so use this routine to find four convenient keys to use in the game, and their code numbers.

Then you can add these keys to the game by substituting the numbers in lines 102, 104, 105 and 107. These four lines are respectively up, left, right and down.

For example, Z is code 33 so to use Z to move left, change line 104 to IF X = ... Note that the X at the start of the line does not change.

BUG HUNTER

Write to me at Bug Hunter, Computer and Video Games, Durrant House, Herbal Hill, London EC1A 5JB.

SUBSTRIKE — TI99/4a

A crisp fiver is on its way across the Channel to Belgium, to Roger Kokken for his suggestion on adding a high score feature to June's Substrike program for the TI99/4a.

The program should be altered as follows

840 AFTER "score", score . add. DISPLAY AT (1,19): "HISCORE". HISCORE and then insert these lines
1031 IF SCORE>HISCORE THEN 1032 ELSE 1033
1032 HISCORE=SCORE
1033 DISPLAY AT (1,19): "HISCORE" HISCORE

GROW WORM — ATARI

Going back a couple of issues, there may still be problems with Grow Worm for the Atari 400/800 from May. Line 4 is a screen clear character and can be replaced with 4 PRINT CHR\$(125). The bracket in line 30 is the same character and can be substituted with PRINT #6; CHR\$(125).

SPLITTING THE VIC

The practice of splitting Vic-20 programs into two parts to enable them to run in 3.5k still causes problems.

The basic (sorry!) idea is that when user defined graphics or machine code is set up using data statements, the data lines are used only once to alter the memory. Once they have done their job, they may be erased, leaving the graphics safely in memory out of the way of the main program.

This is why some Vic games are split, one program is used to set up the graphics, and can then be erased. This then leaves a full 3.5k for the main program to use

To enter such a program is simple

- Type in the first program and save it on a cassette. When saved, do not rewind the tape
- Turn off the machine to clear the program from memory
- Turn the machine back on and type in the second program. Save this on the tape straight after the first program.
- Turn the machine on and off again.
- To play the game, load in the first program and leave the tape recorder running. The first program will do its job and will then load the second program in straight after, overwriting the first program in the process. You will usually find that the first program ends in a LOAD statement for this purpose.

TIPS FOR THE ORIC

This month's tip comes from the Tangerine Users Group. To remove the CAPS from the top right hand corner of the screen, simply type POKE 48035,0 and it will disappear. This works by putting a black INK character in position 1 before the "C" of CAPS

If you want to speak to me about Bug Hunter or you have a query about a listing in C&VG, then dial 01-278 3881 and ask for me, but please keep calls between 9.30 and 5.30 otherwise I'll never get home in time for Coronation Street! (now there's an idea for a game!).

Alterations to programs are best done through the post: scribbling reams of Basic listings from the 'phone is prone to error to say the least. Remember that tips and hints published in Bug Hunter will each earn £5 but you must be prepared to accept feedback from myself and from readers if it doesn't do exactly what it's supposed to.

BY ROBERT SCHIFFREEN

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for any
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any of the
y software
entirely
begin. The
the game
to see the
victor. How
you'll love
an amazing
hardcore
game. The
the game
100% machine
code.

Zip-Zap - You're the only droid left, your circuits are damaged, you can't switch off your emotions, you must survive to warn the colonists, your mission is running low, you must get more fuel cells and work up power by traveling in the teleport. You'll encounter more aliens than you've ever seen before in this desperate attempt to survive. As you progress your droid through the various domains of ever-increasingly intelligent and vicious attack. Heart stopping tension and super-smooth animation and sound. 100% machine code. Zip-Zap requires a 48k Sinclair Spectrum.

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PULLING

COMPUTATION

At the particular combination of Grange Hill and Dotheboys Hall where Ivan Potts keeps tenuous control of the blackboard it is his custom to gain respite at the end of term by setting a calculating task well beyond the mental capacities of his charges.

As they flounder through a morass of tedious computations he makes the major decision which will govern their future — just how nasty a crack he can put on each report without infringing

the laws of libel. This term's problem is easily stated: The digits 1 to 9 are to be used twice each to form six 3-digit numbers.

Each number then scores points equal to the sum of all its factors from 2 to 99 inclusive. A prime number scores 200 points. Thus 126 would score $2+3+6+7+9+14+18+21+42+63=185$ points.

To find the arrangement of digits which will produce the six numbers scoring the highest possible aggregate of points was a task, Potts believed.

BY TREVOR TRURAN

guaranteed to ensure classroom quiet for a couple of months!

But he had not reckoned with Anthony Stubbs who, in a spare lunchtime, knocked up a computer program to do the tedious work and then sold copies of the answer to his classmates for 10p.

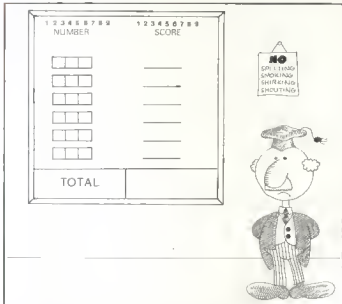
Can you put your own machine to work and also save yourself 10p as well as stand a chance to win a prize by working out which six numbers should be chosen and how many points they score?

We are offering the revolutionary Kodak Disc 4000 camera to the first three readers out of the hat with the correct answer. Entries should be with us by September 18th. Mark your envelopes Computation Puzzle. The camera is fully automatic and has a built in flash and an electric motor which advances the disc film after every shot. The outfit comes complete with two Kodacolor disc films, metal snake chain wrist strap and instruction booklet.

TRIPLE CUT

Taking six children on a summer picnic is asking for trouble — even when you have made sure that the cake is decorated with twelve strawberries and six iced stars.

Young x-ray vision eyes will burn into your hand as you try to make sure all six pieces are of identical size and contain two strawberries and one iced star each.



WORDWISE

Fourteen words, all related by an extremely common theme, have been reduced to their constituent letters.

Each line, across and down, contains, amongst others, letters which will form a word. Each letter is used once only, either in the across word or the down word but not both.

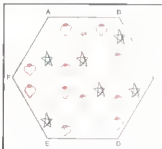
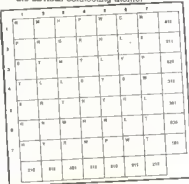
When a line contains the same letter more than once there is no ambiguity as to which to use — the word in that line either uses all occurrences of the letter or none of them.

You may have noticed that the grid contains no vowels — which could be a drawback to finding the words. However, we can tell you that the only vowels required are E's and I's. The number at the end of each line tells you first, the number of consonants, second,

the number of E's and third, the number of I's.

Thus one across uses four of the letters in that line, one E and one I. The direction of one letter is given to you and, with a little thought, the direction of many of the others can be worked out.

Can you find all fourteen words and the obvious connecting theme?



The demand from Little Einstein that you achieve this in just three straight cuts is probably the final straw to break a saint's patience (though your suggestion that he make a daisy chain and hang it on the horns of that lovely cow in the next field must be viewed with concern).

It can be done — but can you work out how? (Not the daisy hanging the cake cutting!)

SHERLOCK SOLVES A MURDER...

Sherlock Holmes allowed his eyes to travel slowly round the room. Patiently he waited for them to return. At last they all filed into the room and he motioned the company to sit down. They did, except for Lord Ealaudie who continued to be on the library floor supporting a dagger of Birmingham design in his ample pouch.

"The diagram please, Watson," said Holmes.

"Here you are, Holmes. As you requested, I've placed each person where they were before the murder was committed," said Dr Watson.

"Ah yes," mused Holmes. "It is apparent that you all then moved to a different place and either through fear of mistakenly implicating either yourself or someone you hold dear, you refuse to disclose your position when the murder occurred."

"However, at least one truthful fact has been elicited from each of you — the number of doors you passed through to get to your destination. Add those by the name of each person on the chart, Watson." "Already done, Holmes," replied his trusted companion.

"Because of the extreme weather certain doors were propped open and others kept closed to keep a refreshing draught flowing around the house," Holmes went on. "You have all stated that you took the route which required you to pass through the fewest number of doors and that no one opened a closed door."

The company nodded, again with the exception of His Lordship.

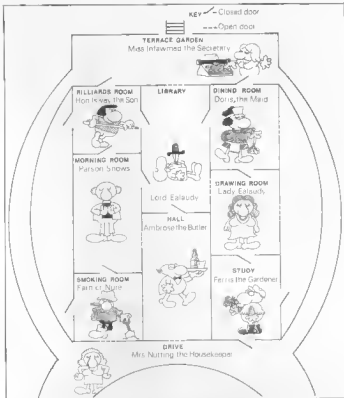
"According to Mrs Nutting, the housekeeper, who had just returned from the village and was on the drive when the crime was committed, Ferris, the gardener was not in the Smoking Room and that it was not a member of the house who was in the Study. On opening the front door she observed that the Hall was empty."

"We can, I believe, accept the veracity of the visiting Parson Snows, who states that he did not go outside when he changed rooms. The only other visitor, Farmer Nure, prefers not to be able to recall where he went."

Holmes pursed his lips for a moment then drew forth a sovereign. He tossed it to Watson.

"There you are, my good fellow A wager that you cannot identify the person who went into the library and inserted the iron into His Lordship's"

Watson, as ever, failed to win, but you gentle reader can work out just who done it. Can't you?



THE DOOR TO DOOR POSER

It was some months before the local children would visit the house where Lord Ealaudie had seen, and felt, the point.

And when they did venture in, finding it exactly the same as on the day of the crime, it was only to run in and out through the open doors.

Later, following a surfeit of watching a television programme which advised

them to turn it off and do something interesting, it was suggested that they try to find a way to go through every open doorway exactly once.

Try as they might, it seemed impossible (which it is). Someone will have to pluck up the nerve to open one of those closed doors. Which door should be opened and where must they then start and end their run?

of plays by Shakespeare.
TERM: All words occurring in the titles
Twelfth; wives; like.
DOWN: Tho; merry; night; shrew;
king; gentlemen; it;
ACROSS: Prince; hit; tempt; well;
WORDWISE



TRIPLE CUT
Make the first cut from corner F to corner C. Switch the two halves around so that edge AB and ED coincide and then make two diagonal cuts right through, starting one quarter of the way in.
OPEN UP
The door between the hall and the morning room should be opened. The run can start in the Dining Room and Ferris in the Study — or vice versa.
SHERLOCK
Only Miss Ingham went into the Library at the time of the murder — though what drove her to it we dare not inquire!



UPSIDE DOWN BY THE CHANDELIER!

Never quite at ease with *Hobbit*, too impatient for the prompt in *Furiosa*, at last I have found a Spectrum Adventure to rank with *Philosopher's Quest* and *Lords of Karma* to name but two. I talk of *Dungeon Adventure* for the 48k Spectrum from Level 9 Computing of High Wycombe.

A small booklet describes the background to the scenario of the Demon Lord of Minas Tirith, and what brought you to find yourself on a mudbank by a large empty packing case.

There are many mysterious routes to explore. One route took me to a lightning storm on a steep hill, where I was challenged to a dice game by the Rakshasa. Some you win — some you lose!

At one stage I was attracted by a lone girl sitting on an island, and after some difficulty managed to reach her.

I also came across a strange cubic machine with a rather too obvious button, in a store room.

A treasure for rescuing the wail? Sudden death by pressing the button? I wondered, tried, and am not going to tell you! Expect the unexpected in *Dungeon Adventure*!

Overall, the game is logical, but some commands have totally unexpected results! Try anything outrageously irrelevant if the obvious gets you nowhere!

For the Adventurer who gets stuck, part of the package includes a stamped addressed envelope entitling the purchaser to one free clue.

A nice touch this, as is the warning not to use your clue up too soon, lest you solve the problem in the meantime and then get stuck on something more difficult!

So, readers, use your free clue up before you turn to the last resort — yours truly! My mailbox is already full to bursting point — and I need time for *Adventure* too!

And if you do write to Adventure Helpline, do let me in on your first question and answer! It will be interesting to see if most *Dungeon* players get stuck in the same place!

I found *Dungeon* exceedingly well planned and written, with a fast response. There are well over 200 locations, and the descriptions are both lengthy and interesting.

The objects number about 100. It could therefore take some months to explore the whole network, giving many hours of enjoyment in the process.

I could only fault this game on one point. Where, oh where, did that cursor go?

ENTER THE UNKNOWN...

The Dragon is a computer for which the range of software available is not immense.

There is a temptation, therefore, for the Adventure enthusiast with a Dragon computer to eagerly buy any Adventure game that he comes across.

If you are such, then it is only fair to warn you not to bother with *Forbidden City* from Apex Trading of Brighton.

The game is set on a planet with a Forbidden City, in which, the intro reads, there may be hidden treasure. You start in a location described as "OUTSIDE THE ENTRANCE TO THE CITY FACING THE LOCKED GATE". So let's start playing:

TAKE INVENTORY —

A key

LOOK AROUND —

I don't understand the noun

ENTER GATE —

I don't understand the verb

GO CITY —

I don't understand the noun

OPEN GATE —

I don't understand the noun

UNLOCK GATE —

I don't understand the verb

INSERT KEY —

Rather suddenly —

Location: In a corridor

HELP —

Look and examine things

EXAMINE CORRIDOR —

I don't understand the noun

And so on — until in desperation you take one of the exit routes, described in abbreviated form as N, S, W, E etc, but not recognised as such.

Many of these lead to death by means such as deep pits and wall crushing chambers, which just happen, for no apparent reason, to be there.

With no warning or reason given, one's powers of deduction could not be used to solve problems to detect any potential trouble.

There were no problems — (except in trying to fathom out if any of the words used in the game were recognised by the game) — it was all a question of blundering through by brute force and ignorance.

An incredibly boring "game", just like the few other Apex (non-Adventure) games that I have seen. Don't confuse this *Forbidden City* with the talking disc-based TRS-80 *Adventure* of the same name, which has been around longer than Apex.

A REM statement in the listing procclaims copyright. Whoever would want to waste blank tape on anything so trivial?



BY KEITH CAMPBELL

HELPFUL HINTS

WARNING — Reading the following may cause your foot to penetrate your video screen!

Carved in the wooden table.

Explosion! Read the graffiti!

glass case!

direction may work wonders with the

Insert battery. Then a point in the right

Shift of Room: Power needed in red.

get it right!

tons. One key leads to another — if you

Thrice over by successfully unlocking

and pressing the yellow and blue but-

Mission impossible: Be a photographer

ADVENTURE HELPLINE

The Adventurer's cry for HELP with Scott Adams games continues to dominate the postbag. Does this mean they are more difficult or more popular?

I suspect that it means they are more intriguing — too addictive to be able to put away and forget. The problems posed beg a solution, not letting the player rest until the truth is known!

There has recently been a small but containable outbreak of Mission impossibilities.

Personally I found *Mission Impossible* a bit of a stop-start game, and perhaps the least appealing of the series. Breakthroughs came infrequently to me, and each soon led to yet another grinding halt.

Security cameras in the featureless corridors prevented me from entering doors most of the time. All very frustrating, and when I did win through and disabled the bomb, it wasn't even rewarded with a metaphorical pat on the back!

For those still struggling, look for the

upside-down clue! Get it?!

Pimania time. Chris Hunt from Andover advises not to give the hungry Piman the pork pie, nor the bored Piman the rubber duck, or you will be repaid by robbery. Can the green door be opened without loss of an object, asks Chris?

Neil Duffin of Portsmouth has been through the ultimate gate of Pi — twice! He passes on some clues for you — but is still keeping some to himself!

All you need, says Neil, is some common sense to correctly interpret both the clues and the song. It is essential to draw a map, as there is a clue in the resulting shape of it.

To enter the ultimate gate you need a 2 digit number — but more than that it is connected with Pi. Neil will not say! And he was disappointed to find that antaring the gate does not reveal the whereabouts of the Sundial — ha! ha! still nowhere nearer discovering that secret than he was when he started!

Things are hotting up! Will a C&VG reader be the first to win the Golden Sundial...?

A desperate cry from David and Jean Simonds of Southend — stuck on the

first level of *Madness and Minotaurs* with a Dragon 32. They are hunting mushrooms in the hope of being able to cast a spell to give them light.

If they don't get them soon, their six-year-old daughter is going to reid the local supermarket for some! Can anyone get them out of their misery and let the staff at Sainsbury's relax?

Steven Milligan gets help with *Espionage Island* from Steven Easary, and Anthony Sanford with *Ship of Doom* from Glen Gibson and Andrew Lake.

Ston sent a complete step by step solution — but I mustn't spoil your fun so I won't print it — yai! David Coverley, who you may remember, was also languishing in this game, and has now overcome his difficulties, and has written explaining how he managed it. Those in need — look at the hints!

Adventure Helpline is here to help you, and to help you help others. Write to Keith Campbell's *Adventure Helpline*, Computer & Video Games, Derrant House, 8 Herby Hill, London ECTA 5JB.

If I can't help, there's a great bunch of readers out there who between them seem to have a solution to everything — except *Pimania*???

PLAYING WITH BILL'S PET

Some time ago I had a letter from Bill Stanton, of St. Alban's who had been having great fun with the Captain 80 Book of Basic Adventures.

This book, which I reviewed in February, lists about 18 Adventures for the TRS-80, originally published in cassette form. Bill has a Pet, and was moved to translate these listings, being starved of Adventure due to the limited number of games available for his machine.

That is where the fun began! The Pet, in common with a number of other micros, doesn't have an ELSE statement, and the TRS-80 does.

Adventure programs, for every input from the player, have to check so many conditions, each with a different result, that the programmer with an ELSE statement at his fingertips will tend to use it to the full.

Bill's problem was deducing the way in which multiple ELSE's operate, and then re-arranging the logic without using the word. He wrote to suggest that a short explanation might be useful to those not blessed with an ELSE, and he came up with the following line to use as an example.

```
50 IF LEFT$(TR5,3) = "ABC" THEN IF
  51 (1) <> "1" OR 52(2) <> "2" THEN
  1000 ELSE 100 ELSE 700
```

Let us have a look at what this means. The logic in this line can more easily be seen by re-arranging it as follows:

```
IF (condition 1)
```

```
THEN IF (condition 2)
```



THEN (action 1)

ELSE (action 2)

ELSE (action 3)

We can now see that: if condition 1 is satisfied then condition 2 is checked. If condition 2 is satisfied, then action 1 takes place, if condition 2 is not satisfied, action 2 takes place. If condition 1 is not satisfied, then action 3 takes place.

Let us now see if we can rewrite line 50 without the use of ELSE. This will mean using additional lines. Assuming that there are no existing lines between 50 and 56 we get:

```
50 IF LEFT$(TR5,3) = "ABC" THEN 54
51 GOTO 700
54 IF 51(1) <> "1" OR 52(2) <> "2" THEN
  1000
56 GOTO 100
```

which provides the same logic. To ar-

rive at the "no ELSE" version requires a careful analysis of the logic of the original code, so that the way it operates is completely understood.

The translation needs some care in planning the numbers of the additional lines. If there are insufficient spare numbers between adjacent lines in the original program, it may prove necessary to move the translation down to the end of the program, and access it with a GOTO.

Bill's other hobby is collecting locks. Having unlocked the secret of ELSE's, he is now happily searching for keys to the locks in the Adventure games he has painstakingly built up for himself.

And no doubt if he can't find them, the knowledge built up through his two hobbies will enable him to expertly pick them as a last resort!

GRAPHICS

By Garry Marshall

EXTEND THE POWERS OF YOUR TEXAS

The Texas Instruments TI99/4 has its own version of Basic, called TI Basic, with which it is supplied. This version of the language is quite simple, even rather primitive in some respects.

Coupled with the fact that the TI99/4 contains a 16-bit microprocessor, this makes it even more surprising that programs written in TI Basic run quite slowly.

However, there is another version of the language available for the machine. This is TI Extended Basic and it comes in cartridge form. It extends and considerably improves on some aspects of the other version by providing over 40 new or extended features.

These include supplying or enhancing features for general programming, for example, with a PRINT AT statement and a much more general IF-THEN-ELSE statement.

They also include many commands for Sprite graphics, and a few commands for generating speech using the speech module that can be attached to the computer.

Naturally, it is the Sprite graphics that is of interest to us, and one of its great attractions is that considerable numbers of Sprites can be moved over the screen at great speeds. When this is done one begins to feel for almost the first time that the power of the 16-bit microprocessor is being harnessed.

The commands supplied for Sprite graphics by TI Extended Basic are listed in the table below.

Given this repertoire of commands, it is at first a little baffling to know how to use them to best effect, and to visualise what kinds of effects can be achieved with their use.

If we think in terms of programming a Space Invader game, we can begin to see the uses for them.

With CHAR we could design the shapes for the Invaders. Then SPRITE



Shapes of Sprites to come!

lets us position them and set them in motion.

To change their positions and the ways that they move so that their motions do not have to be entirely predictable, we can use LOCATE and MOTION.

COINC can be used to detect when the Sprite used for a missile strikes an Invader, and DELSPRITE can then be used to remove the Invader.

It is possible to use MAGNIFY to enlarge the Invaders to give an illusion of movement out of the screen to add to

the movements in the plane of the screen.

The PATTERN command would come into its own in programming a Pacman game, where it could be used to create the munching effect by changing the shape of the Pacman. Clearly the commands are ideal for programming games of these kinds.

They can also be used, however, to create very realistic animation sequences with ease. Because the movement of a Sprite is maintained automatically, changing its shape while it is moving allows effects such as a man running or a bird flying or a footballer kicking a ball to be created with a minimum of effort.

Notice that for a footballer kicking a ball we should need several shapes to assign to the Sprite for the footballer to make him run and kick, and one for the football.

COINC would be used to detect when the ball was kicked, and then the Sprite for the ball would be set in motion using MOTION.

The following short program shows how a Sprite can be defined, magnified, set in motion across the screen, and have its shape changed as it moves. The two shapes that it assumes alternately are shown in the diagrams.

```
100 CALL CLEAR
110 CALL CHAR 96,
  '3F3F9C3C18284888'
12 CALL SPRITE (100,
  '3C3C3F3F089C0A09')
130 CALL SPRITE (#1, 96, 5, 10, 136)
140 CALL MAGNIFY (2)
150 CALL MOTION (#1, 0.5)
160 CALL PATTERN (#1, 100)
170 FOR DELAY = 1 TO 200
180 NEXT DELAY
180 CALL PATTERN (#1, 96)
200 FOR DELAY = 1 TO 200
210 NEXT DELAY
220 GOTO 160
```

COMMAND

PURPOSE OF COMMAND

CHAR:
COINC:
DELSprite:
DISTANCE:
LOCATE:
MAGNIFY:
MOTION:
PATTERN:
POSITION:
SPRITE:

to define a character giving the shape of a Sprite
to detect coincidences, or collisions, between Sprites
to delete a Sprite
to find the distance between Sprites
to move a Sprite to a specified location
to magnify a Sprite
to change the motion of a sprite
to assign a new shape to a Sprite
to return the position of a Sprite
to initialise the shape, position and motion of a Sprite

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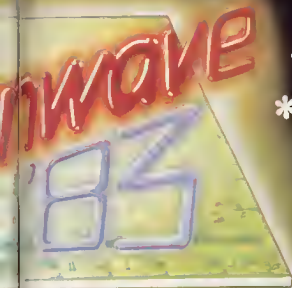
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GREAT SOFTWARE

DISASTERS

Krazy Kong has been driving some of our readers madder than that giant gorilla.

This games tape, for the Spectrum, produced by C TECH of Hyde, Cheshire, has already come in for severe criticism on our Mailbag pages and we have received other letters, reprinted here, detailing our readers problems with the game. So we decided to contact C TECH and talk about the gorilla gripes you have brought to our attention. Read on to discover more . . .

I waited over a month for delivery of C TECH's Krazy Kong, which I then found totally unplayable. The advert is designed to mislead. It takes a long time to load and there are only two different screens. The advert said there were three.

I also received C TECH's Gorilla Invaders, but it would not work. I ran through the cassette and got bits and pieces of other games.

Fraser McIntosh,
Netherlee,
Glasgow.

I am writing about the C TECH Krazy Kong. When my copy finally arrived — after a month of waiting — I was shocked. The game I got was either terribly bug ridden (which I doubt) or the advert is designed to mislead.

The game is so fast that it is unplayable but only the 48K version has scoring. I was very disappointed and I am going to send it back.

Iain Raddick,
Kirkcaldy,
Fife.

I am writing concerning the C TECH Krazy Kong for the Spectrum which I bought a few months ago. I found the game very disappointing and the advert very misleading.

The advert said "super hi-res machine code". When I received the game I thought it would have smooth non-flicker animation — not just a lumpy compiled Basic program. The game is unplayable as it is too fast. The "Mario" figure flickers — even when you are standing still. If there are three screens they are impossible to get to as the blobs — I think they are meant to be barrels — fly through "Mario" until your 10 lives are up and a teebie bleep occurs.

The only way to load the game I found was to break into the loader program by turning the computer off and on again and then typing LOAD "KK16" — and it then takes ages to load.

I have sent my cassette back complaining about the game — but have not received a reply for over two months. The more people who voice their anger about this game the quicker it will be taken off the market.

Edmund Scott,
Cliftonwood,
Bristol.

I am writing to you concerning the letter you published in your May edition from Iain Raddick of Kirkcaldy, Fife, about C TECH's Krazy Kong.

I would just like to say that I totally agree with him. I also believe that the advert is meant to be misleading.

Sometimes I find it impossible to load the 48K version, but when I do I never seem to be able to reach the final stage as every time I complete a stage I lose a life and, I assume, return to the beginning. Could this be a bug?

The game is very very fast and definitely unplayable. I too waited for over a month for my copy to arrive and have also decided to return it to C TECH with a letter of complaint.

M. Yates,
Ilkerton,
Derbyshire.



Shirley Fenton, sales director for C TECH, sounded surprised when we confronted her with the complaints.

"It's our very best seller," she said. "I think it's a case of 'you can't please all the people all the time'." She added she was not aware that the company had received any complaints about Krazy Kong, but added that anyone who had problems with the game could exchange it. "We always exchange tapes," she said. "People should just get in contact with us."

"All I can say is that it is our best seller. Do you think if we'd had a lot of complaints we'd still be selling it? Some people just don't like video style games. People either love Krazy Kong or hate it."

So our advice to people who have suffered at the hands of this Kong is to contact C TECH and take them up on Shirley's offer of an exchange tape.

We asked one of our games reviewers, Robert Schifren, to give us his opinion of Krazy Kong.

"When you start loading the program it stops and asks you to put the machine into capitals mode before continuing loading. An experienced Spectrum programmer would know the location of the POKE which would do this automatically.

"As for the game itself, the graphics are unrealistic, and nothing like the arcade game which the title would suggest it is based on. The man has no moving parts and the 'barrels' are unconvincing. On playability I can't comment as I couldn't get the man to jump despite obeying the instructions."

Final word from Shirley Fenton: "If you print any letters you will never get any advertising from us again."

THE SEVENTH

THE EMPIRE'S TRADE GAP

The highest trade index this month is at Govax. We had a large number of entries for our Trading Competition but no one managed to get the right answer. The prizes are still available so send in your entries for this month.

The idea is to predict which star will have the highest trade index (figures on the right hand side of the star maps).

Entries should be on postcards or on the back of a sealed envelope. Please don't put your entry in the same envelope with your Seventh Empire orders.

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The Trade Index is calculated by the computer monitoring the number of merchant fleets arriving at and leaving a star system.

Traders coming to the star system are the sellers, traders leaving the system are the buyers.

Each star also has a Trade Value which comes into the equation. Hearts are Elbow Stars (worth 200 points), Diamonds are Gem Stars (worth 150 points), Asterisks are Energy Stars (worth 100 points), and circles are Gateway Stars (50).

The crucial equation bringing all these elements together is: Trade Index = Trade Value x Buyers/Sellers. So a system which has seen a mass exodus

| | Al | Ba | Ca | On | Er | Pa | Go | Ma | Je | Kr | Li | Mo | Ne | Pa | Re | Ri | Se | Ta | Th | Va | Xi | Ya |
|---------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| April | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |
| Berov | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 |
| Conor | 550 | 550 | 550 | 550 | 550 | 550 | 550 | 550 | 550 | 550 | 550 | 550 | 550 | 550 | 550 | 550 | 550 | 550 | 550 | 550 | 550 | 550 |
| Dejavu | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |
| Erak | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |
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| Blaster | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |
| Heard | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |
| Ice | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |
| Jeak | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 |
| Kanal | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |
| Largo | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |
| Margo | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |
| Barzel | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 | 250 |
| Opal | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |
| Petal | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |
| Quinn | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |
| Rivet | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |
| Saver | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |
| Tubert | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |
| Ungaz | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |
| Vireas | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |
| Widow | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |
| Zaglad | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |
| Yabax | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 | 1000 |

THE GATEWAY ROUTE TABLE

of traders tends to have the best Trade Index.

So if 50 Buyers leave a Gem Star and 30 Sellers arrive the Trade Index = 250 (250 = 150 x 50/30).

Spotting the best systems to trade with is one of the surest ways of making a killing at the Seventh Empire.

If you can predict which system will have the highest Trade Index next turn we'll provide you with a cassette for your micro-computer.

If more than five of you get the right answer we may have to draw the line at live prizes.

Send entries in to the Trading Competition, Computer & Video Games, Oriental House, Heilal Hill, London EC1R 5JB.

PROFITS AND LOSSES

There's some high scoring going on in the Seventh Empire this month, proving that you're getting big better at spotting the profitable star systems.

The high scorer reached an incredible 3,619 which is way above anything else this galaxy has seen.

The player list now stands at over 3,600 — an increase of 200 in one month — so if you would like to add your name to what we are confident is the *biggest single game in the world*, then you'll have to be quick — we can only cope with 4,000 players.

We are currently trying to get the game put in the *Guinness Book of Records* as the game with most people playing against one another.

Top of the list this month is J. Wright with a total profit of 3,619. His software prize is on its way to Milltimber, Aberdeen.

The month's other top scorers are: A. Crawley of Burgh Castle, Manna, St. Yarmouth (3,500), J. Woodhall, Rubicon Ave., Wickford (3,055), P. Perren, Dartford Rd, Kent (3,000), T. White, Sandringham Close, Haxby (2,952), C. M. Davies, Church Walk, Owston Ferry, Doncaster (2,940), A. Gritton, Bainsdale St., Winklagh Devon (2,583), R. Freedman, Eastern Ave., Newbury Park, Ilford (2,580), M. Oakley, Mandeville Close, Tilehurst, Reading (2,555), and in 10th place was P.

Tong of Blenworth Cuscent, Leigh Park, Havant, with 2,400.

These scores, and everybody else's will be added into the running total.

Congratulations to all these, and remember that the overall winner of the game after six months will become the proud owner of a Colecovision.

The total number of illegal moves was down on last month, and most people managed to keep back of their seven fleets. If you've lost your 7th then phone the special Seventh Empire number but ONLY on Friday afternoon as the Seventh Empire computer is not up and running at other times.

Orders for this turn must be with us by 23rd August. If you are unsure whether we received your orders in time we keep a list of any orders which are less than two days late but please don't phone until at least four days after the closing date, and make sure that you have your number to hand.

SCORES

If you know your profit for this month then you can find out how near to the top (or bottom) you came from the figures below: 500+ 162 players, 400-499 23, 300-399 27, 200-299 33, 100-199 43, 0-99 2,417, below 0 307.

To find your trading profit for

ANOTHER CHANCE TO ENTER

if the Seventh Empire appeals to you we still have a bunch of prizes ready to award you. No guarantees in prize but we'll put you ready should any of the 25,000 firms currently on the map drop out. Send in the form below.

Please include me in the Seventh Empire Competition. I name my tribe:

My name is:

Address

Telephone

WITH EMPIRE

the month read the trade indexes off the coloured galactic map. Use the black and white table for gateway jumps profits. Cargo profits are black on white and plunder profits are white on black. The stars you leave are printed vertically, those you travel to are printed horizontally. The new controllers of the imperial fleets are D'Teans Science Empire Ship — player 3,201; Sun Empire Ship — player 437, Pirate Empire Ship — player 3,271; Bloodline Empire Ship — player 2,863; Dead Empire Ship — player 2,308; Amethyst Empire Ship — player 1,877; Water Empire Ship — player 1,895.

BATTLE REPORTS

There were 36 battles in the galaxy this month. None was successful although the closest fought confrontation was at Apel — as last month.

The battle with the least hope of a victory from the attackers was at Hezod where 372 fleets successfully defended themselves against a solitary attacker.

Once again there were no positive battle bonuses. The only non-zero bonuses were all -1, which occurred at Barov, Nexq, Apel and Rolek.

The diplomatic diagram has changed into this month although the situation at one or two stars has altered dramatically.

On the diagram below, a black line indicates that the two empires are at war. I predict close battles at Bazq and Gatot, so watch out if you're defending either of those star systems.

The raid penalty for this month is again 1. Imperial fleets finished up at Fagil, Jexel, Soner, Qiris, Gazor and Vesux.



The Diplomatic Diagram

| | | | | | | | | | |
|------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|
| FOZUZ ○ | LARUB ♦ | VIBET ♦ | NOLIP ♥ | ITIL ♥ | FUNUS ♥ | LULIP ♥ | YANOK ♥ | XOKEG ♦ | ISOX ○ |
| VIZAA ♥ | QIRUS ♥ | HAZAN ♦ | ABOB ♦ | SONER ♦ | VEPOZ ♦ | QATOT ♦ | HEZOD ♦ | ASOL ♦ | SUXEK ♥ |
| BAROV * | WIDAN * | BURUS * | MUPIP * | NAXIG * | BETID * | WAVAR * | RIVEV * | MEGUD * | NABOK * |
| DALIX ♦ | OLEX ♥ | TASAT ♥ | CAZUV * | GOVAX * | DITUG * | OKAP * | TOXAZ * | CIXAN * | GOTEG ♥ |
| ERAK ♦ | KOVER ♦ | LSUG ♦ | PEROB ♥ | JADEG ♦ | ENAK ♦ | KEPAR ♦ | UGON ♦ | POROV ♦ | JINIS * |
| FADIS ♦ | LOKIK ♥ | YUSES ♦ | XAPUS ♦ | IXIP * | FAGIL ♥ | LIZAG ♦ | YODAZ ♦ | XUGOD * | IBED ♥ |
| VASUX * | QUXIN ○ | HIPEB ♦ | ASOR ○ | SIDAL ♥ | VIZET ♦ | QAVUV * | HAKUB ♦ | APEL ♦ | SABAG ♥ |
| BUREP ♦ | WAGAP ♥ | ROLEK ♦ | MINEP ○ | NUVEX ♥ | BAZIX ♦ | WUPIV ♥ | RORUL ♥ | MPDEN ♦ | NUZET * |
| DUSUP * | OPOD * | TUBOX * | CIGER ○ | GAZOR * | DABAG ♥ | OTAN ♦ | TUXUX ○ | CESEK ♥ | GIRIX ♦ |
| ELAR ♦ | KERUP ♦ | ULEB ♥ | PIRAD ♥ | JAXEL ○ | EDIB ♦ | KOLOL ♦ | UKOF ○ | PULUD ♦ | JUVAK ♦ |

The Galactic Map

| Orders in Block Caps please | | | | | |
|-----------------------------|--------|-------------------------|--------|--------------------|--|
| Name | | Telephone No: | | | |
| Code No: | | 1st Movement phase | | 2nd Movement phase | |
| AT | ACTION | STAR | ACTION | STAR | |
| FLEET 1 | | | | | |
| FLEET 2 | | | | | |
| FLEET 3 | | | | | |
| FLEET 4 | | | | | |
| FLEET 5 | | | | | |
| FLEET 6 | | | | | |
| FLEET 7 | | | | | |

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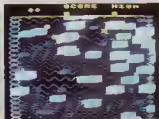
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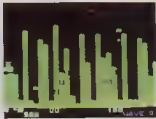
DEALER ENQUIRIES WELCOME



DIAMOND



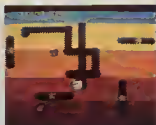
SEALORD



CHOPPER RESCUE



MANIC MINER



DIG DUG



**TALKING ANDROID
ATTACK**

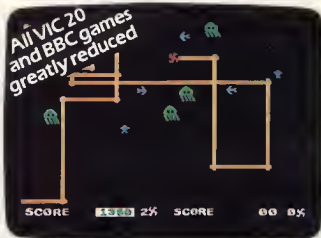
Welcome to the colourful world of computer games! This month our reviewers have been looking at a number of Dig-Dug type games for the Atari home computer — Diamond, Anteater and, of course, Dig-Dug itself. We tell you which we think is best! Then there's our flavour of the month, Manic Miner for the 48k Spectrum. Read about it on page 131. Chopper Rescue gets the thumbs-up from our review team. Find out why on page 130.

Then there's Talking Android Attack, a version of

that old arcade favourite Berserk but with the added ingredient — voice power. Read our opinion of this interesting innovation on page 129. Meanwhile under the ocean-waves lurks the Sealord, ready to blast your tiny submarine out of the water. Learn about the shell wars on page 131.

We also thought it was about time we reminded you how we judge these games. So you'll find a rundown of the categories on page 132. So now, turn the page and get stuck into those games...

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SHARK ATTACK for the 16K or 48K Spectrum

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DOWN UNDER WITH THE MONSTERS

DIG-DUG

Software writers from three continents have just launched rival games based on the arcade hit — Dig-Dug

Game America is the official version and comes from the Atari stable. As with the majority of Atari arcade conversions Dig-Dug is a reasonably authentic copy.

You are the little character Dig-Dug who tunnels his way through the soil in a bid to unearth and kill the monsters.

When all the fire-breathing monsters have been eliminated a new screen is started.

To add interest you can also collect bonus points by gobbling the fruits which appear at random.

This is a simple end absorbing game which will doubtless sell well on the strength of its arcade pedigree.

Slightly more original — though still based on the underground tunnelling idea of Dig-Dug — is Anteaater from Romax. You are an ant and your task is to bring four eggs safely back to your nest without being snuffed out and eaten by the Anteaater.

You are armed with four delayed action bombs which you can use to wipe out an Anteaater which is in hot pursuit. Using the bombs is the most enjoyable part of Anteaater though you only have four of them — so use them sparingly.

When you have cleared one screen the next screen presents two anteaaters, then three — and all the time the game is getting faster and faster.

Anteaater is manufactured in the Philippines for Romax of California. Like Dig-Dug it is in cartridge format costing around £30.

The best of the bunch is our very own home grown Diamond — from the English Software House.

This takes the digging concept of the game a stage further and introduces several other characters to improve the game play.

You have to collect diamonds that are buried in the earth. Trying to prevent you from collecting the jewels are fireflies which chase you with great speed, there is also Brian the Blob, Simon the Snake, the Eyes, and the Demon.

Philip the flier also comes into the game in the later stages filling in the tunnels you have already dug — don't let him catch you!

Diamonds scores over the other two games in the greater strategy and planning are required to clear each screen.

There is also the added challenge



that in Diamonds if you get to the sixteenth screen you will get to see the Great Diamond. It will take a great deal of practice to get this good — and the Manchester-based software house are offering a prize of a real diamond to the first person to do this.

Available on cassette or disc for the Atari 400/800 at £14.95 — a superior game at half the price of Dig-Dug and Anteaater.

| | Dig-Dug | Anteaater | Diamonds |
|-------------------|---------|-----------|----------|
| ● Getting started | 7 | 7 | 2 |
| ● Graphics | 5 | 7 | 2 |
| ● Voice | 4 | 4 | 3 |
| ● Playability | 2 | 7 | 3 |

RESCUE THOSE STRANDED SCIENTISTS...

CHOPPER RESCUE

The helicopter delays its normal environment in Chopper Rescue, to go on a mission of mercy underground.

Five scientists are buried below a pile of radioactive waste and you have to guide your helicopter towards them, blasting and bombing to create a network of tunnels.

Through these you fly to bring the scientists out and back to safety on the helipad.

So far this might sound easy — once you've learnt how to use the keys to control your helicopter — but the whole operation is made excruciatingly difficult by an enemy bomber dropping more waste to fill in the tunnels and devastating bombs which scythe through the whole lot, and all the time you feel supply is rapidly running out!

The graphics on this program are effective while not exceptional — the routine for the disintegration of the helicopter takes up too much time — but it is not really a game that is dependent on pretty colours.

The major playing drawback is that it requires five-fingered control on the keyboard version, but this can be overcome with precision and does not apply to the joystick version.

It is an edditive example of a good old test-playing test of skill — you can wreck your three helicopters very quickly indeed — and the next game

THE 3D SPECTACULAR

Be prepared for a front cover with a difference in your newsagents on September 18th

For the October issue of C&VG is going 3D in a big way. We're giving away a pair of 3D specs (one red lens, one blue lens) with every issue and you'll be able to use them to see our fascinating 3D effects on your computer.

There's an article on how to turn your games into real 3D — not the kind us gamers are used to with things getting bigger as they rush towards the front of the screen — but 3D which makes it appear that a space ship is materialising actually beyond the confines of the TV screen.

There's game listings using this effect for the BBC, Alan, Spectrum, Vic and Commodore 64 and armed with the specs and Mike Singleton's article on 3D gaming you'll be able to produce your own Stereoscopic games in the future.

And now for the bad news. Your Computer & Video Games will cost an extra 10p next month.

We've managed to keep the price at 75p for nearly two years and now find we have to increase it.

But we hope you agree with us that the October issue is still the best value-for-money computer magazine on the market — even at its new price of 85 pence.

This here's my newsagent



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GAME OF THE MONTH

Game of the Month is the new section in our October issue's Reviews section.

Not only will we be giving you the low down on a range of eight to 10 of the more interesting computer games to hit the market, but we'll also be picking out one with a hot recommendation as the best game we've seen this month.

And if it fits the bill we'll be adding it to our Hall of Fame collection. And if you're fast on your fire button you could take first place in our Hall of Fame in October. We'll be waiting for the coupons to come in with your best scores on it and look forward to setting new targets to aim for. And yes Arcade Arena WILL be in our next issue. Really!

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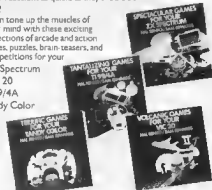
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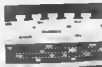


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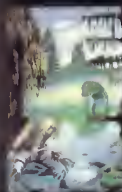
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